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**OFFICIAL STRATEGY GUIDE**

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# MEGAMAN 5 BATTLE NETWORK® TEAM COLONEL

# MEGAMAN 5 BATTLE NETWORK® TEAM PROTOMAN

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MEGAMAN 5 BATTLE NETWORK TEAM COLONEL

OFFICIAL STRATEGY GUIDE
By Greg Sepelak

MEGAMAN 5 BATTLE NETWORK TEAM PROTOMAN

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# Jack In, Power Up!

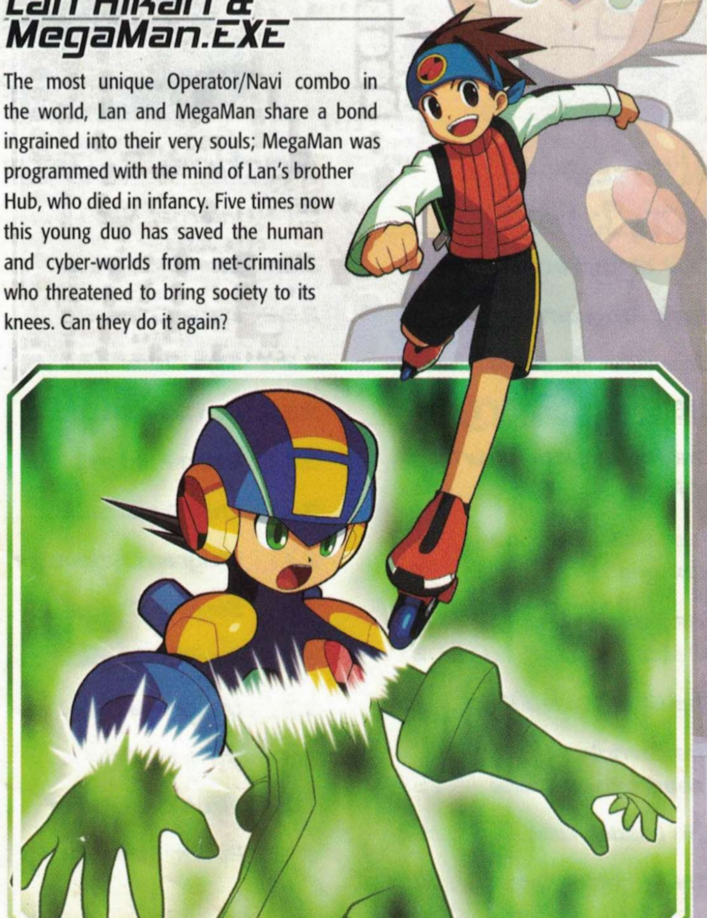
The entire world is connected by a global internet, a digital world inhabited by artificial-intelligence programs called NetNavis. Navis aide their human owners in daily chores and operations… as well as guard their data from wild computer Viruses and net-criminals.

After the fall of the WWW (World Three) crime syndicate and its leader Wily, a new evil force led Dr. Regal has come into prominence: **Nebula**. With their Navi-corrupting Dark Chip technology, and numerous dark NetNavis among their ranks, Nebula has already tried to plunge the world into darkness once. Although they were stopped by Lan Hikari and his NetNavi MegaMan.EXE, no supervillain worth his mad laugh gives up after only one defeat…

# Meet the Cast!

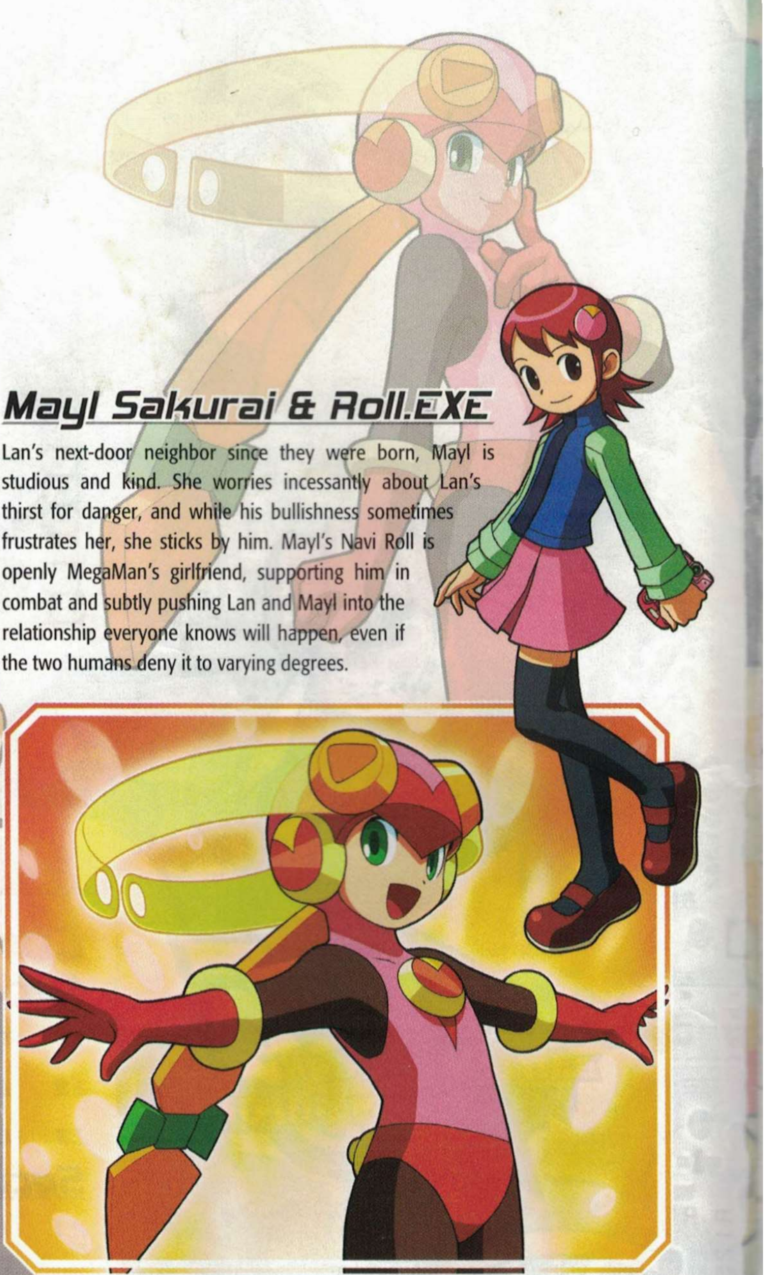
## Lan Hikari & MegaMan.EXE

The most unique Operator/Navi combo in the world, Lan and MegaMan share a bond ingrained into their very souls; MegaMan was programmed with the mind of Lan's brother Hub, who died in infancy. Five times now this young duo has saved the human and cyber-worlds from net-criminals who threatened to bring society to its knees. Can they do it again?



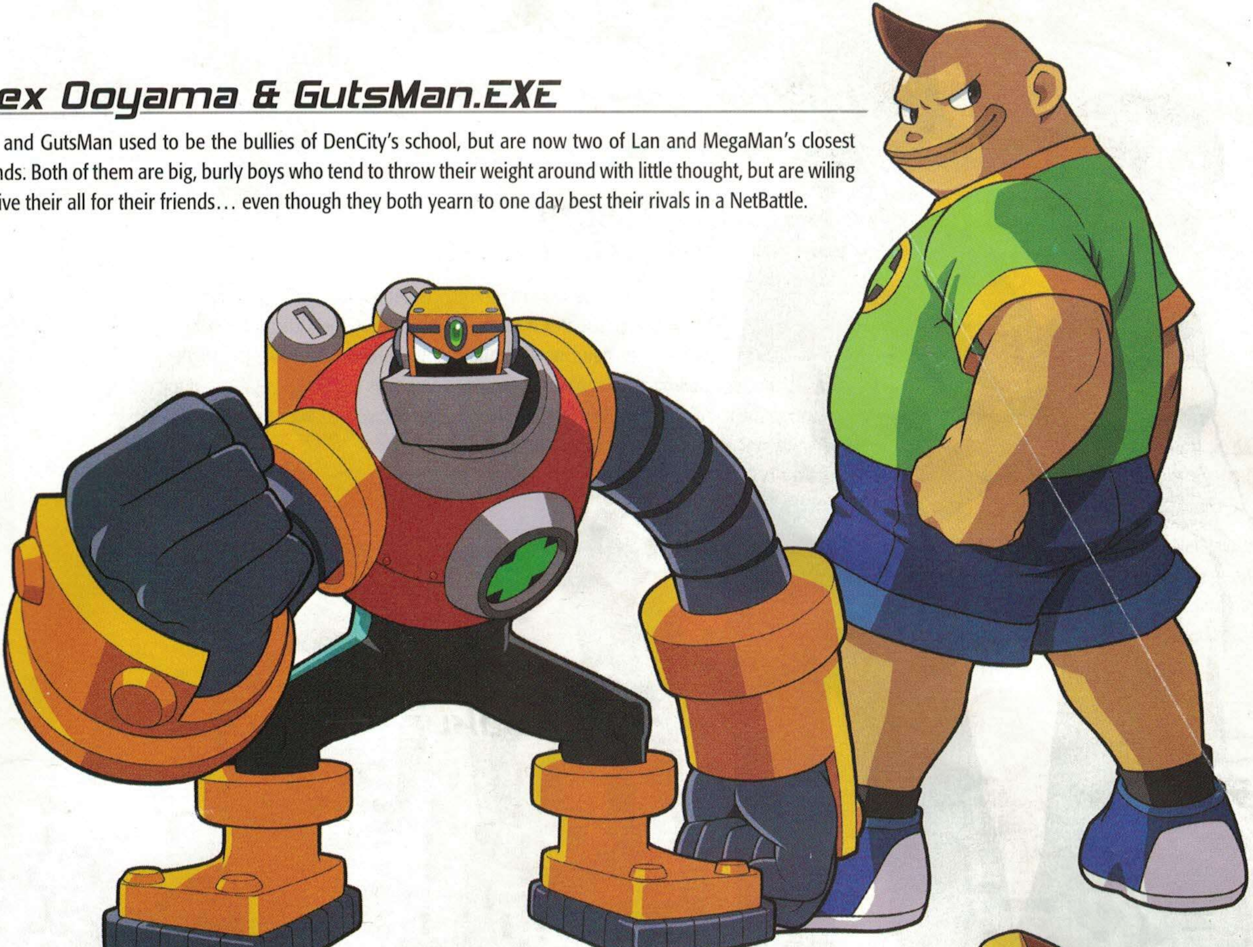
## Mayl Sakurai & Roll.EXE

Lan's next-door neighbor since they were born, Mayl is studious and kind. She worries incessantly about Lan's thirst for danger, and while his bullishness sometimes frustrates her, she sticks by him. Mayl's Navi Roll is openly MegaMan's girlfriend, supporting him in combat and subtly pushing Lan and Mayl into the relationship everyone knows will happen, even if the two humans deny it to varying degrees.



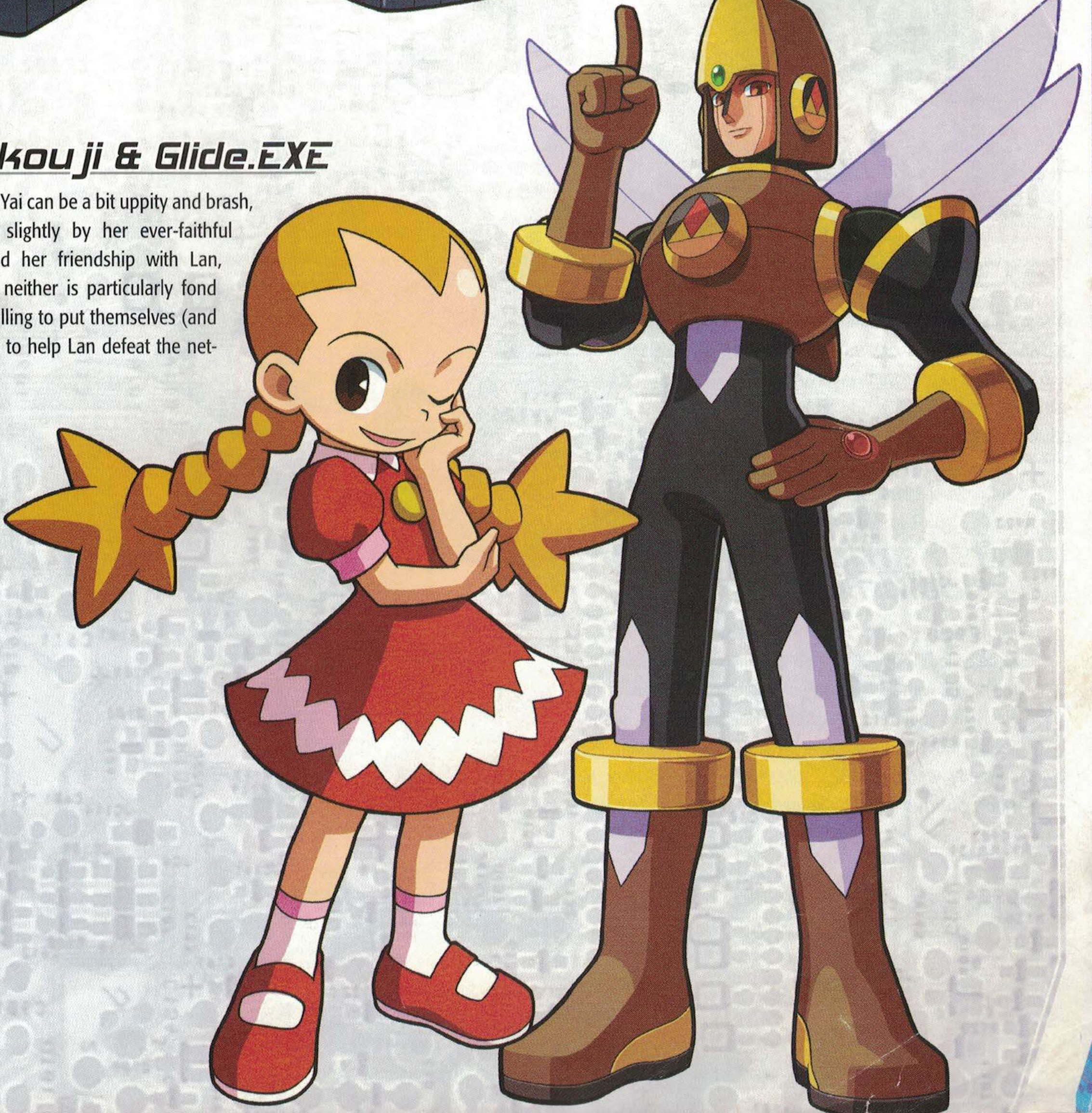
## Dex Ooyama & GutsMan.EXE

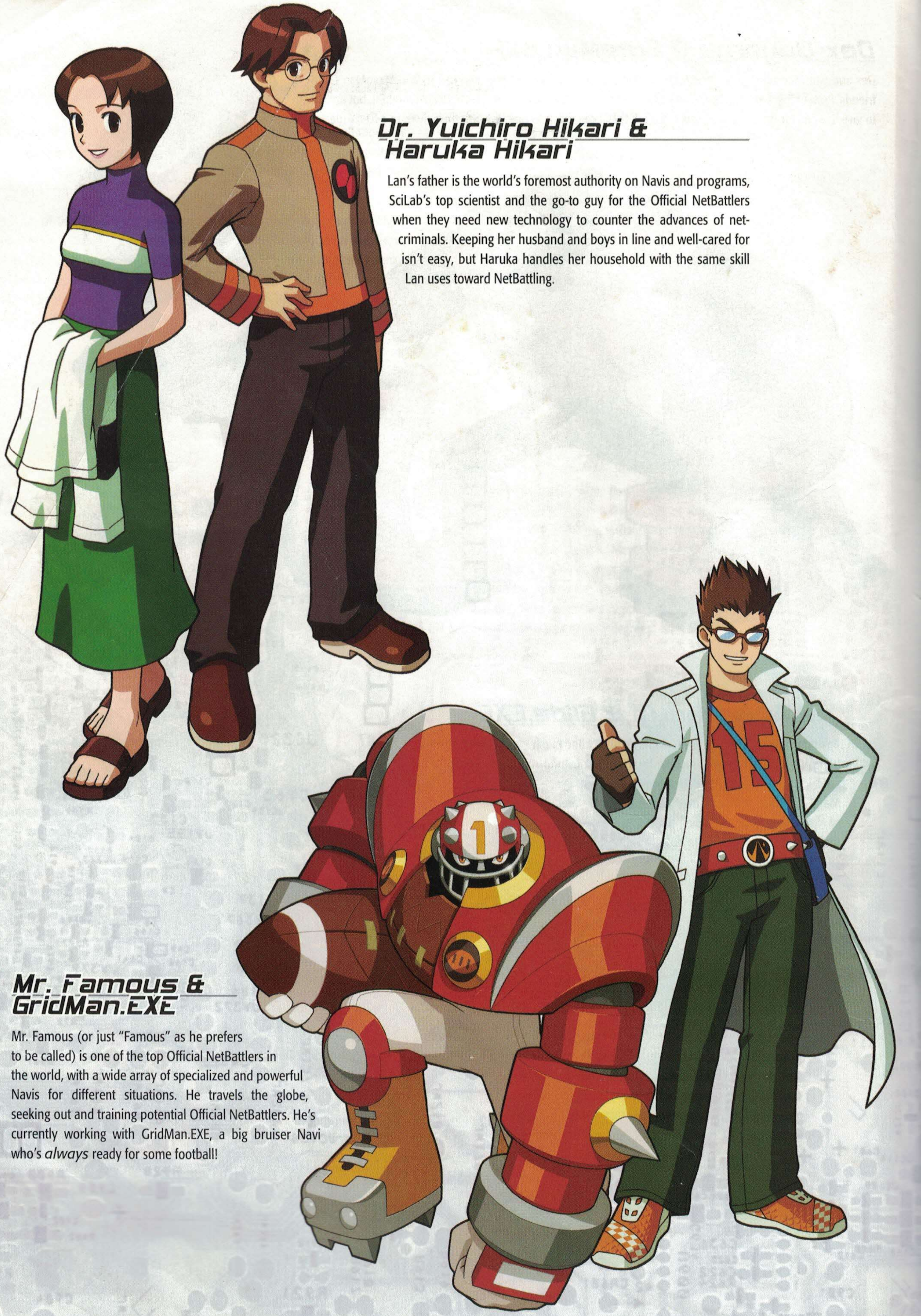
Dex and GutsMan used to be the bullies of DenCity's school, but are now two of Lan and MegaMan's closest friends. Both of them are big, burly boys who tend to throw their weight around with little thought, but are wiling to give their all for their friends… even though they both yearn to one day best their rivals in a NetBattle.



## Yai Ayanakouji & Glide.EXE

The richest girl in DenCity, Yai can be a bit uppity and brash, behavior tempered only slightly by her ever-faithful digital assistant Glide and her friendship with Lan, Mayl, and Dex. Although neither is particularly fond of NetBattling, both are willing to put themselves (and their fortunes) on the line to help Lan defeat the net-criminals of the world.



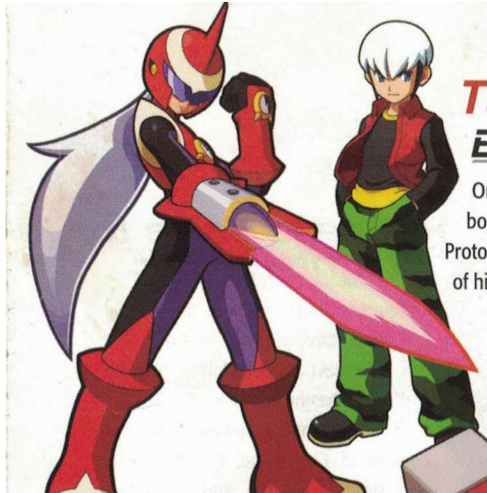


## Dr. Yuichiro Hikari & Haruka Hikari

Lan's father is the world's foremost authority on Navis and programs, SciLab's top scientist and the go-to guy for the Official NetBattlers when they need new technology to counter the advances of net-criminals. Keeping her husband and boys in line and well-cared for isn't easy, but Haruka handles her household with the same skill Lan uses toward NetBattling.

## Mr. Famous & GridMan.EXE

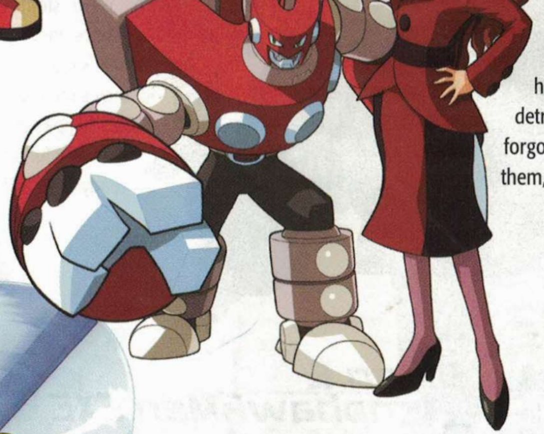
Mr. Famous (or just "Famous" as he prefers to be called) is one of the top Official NetBattlers in the world, with a wide array of specialized and powerful Navis for different situations. He travels the globe, seeking out and training potential Official NetBattlers. He's currently working with GridMan.EXE, a big bruiser Navi who's *always* ready for some football!



# Team ProtoMan

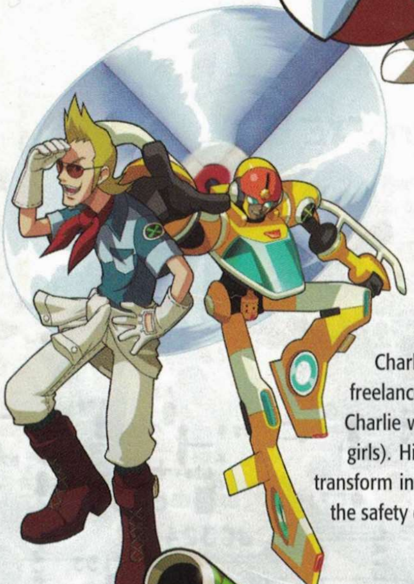
## Eugene Chaud & ProtoMan.EXE

One of the youngest—and disputably the best—Official NetBattlers, Chaud carries himself with a confidence bordering on extreme arrogance. Ever since the emergence of World Three, Lan, Chaud, MegaMan, and ProtoMan have been allies and rivals. ProtoMan is a Navi of few words, preferring to let his sword do most of his talking.



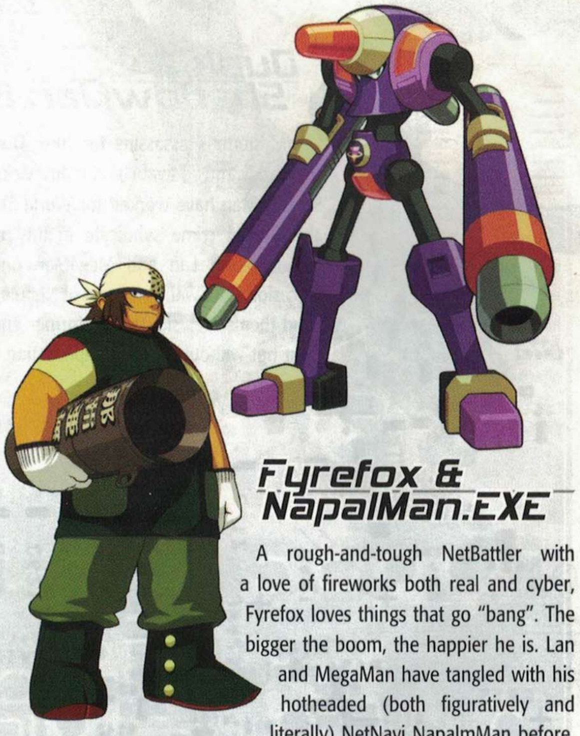
## Tesla Magnus & MagnetMan.EXE

The daughter of billionaire and Gospel crime syndicate member Gauss Magnus, Tesla took over Gauss' company and NetNavi after his arrest. Sadly, she's found the stress of running a major corporation detrimental to her drive to stay young-looking. MagnetMan hasn't forgotten his defeat at the Hikari boys' hands and chafes at working with them, but loyally follows Tesla's orders.



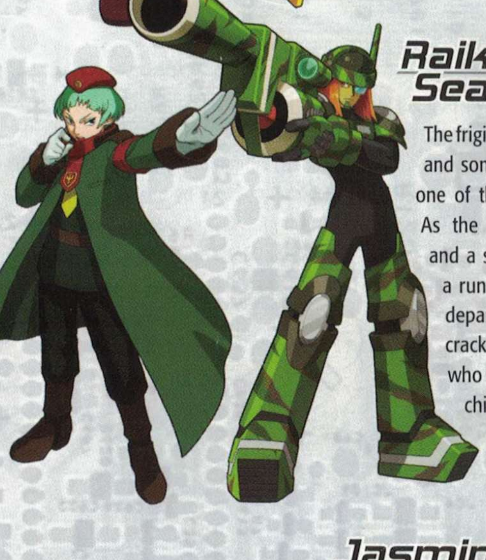
## Charlie Airster & GyroMan.EXE

A high-flying helicopter pilot from Netopia, Charlie ditched the Official NetBattlers to go freelance. Somehow both laid-back yet easily bored, Charlie wanders looking for entertainment (and cute girls). His hot shot Navi GyroMan has the ability to transform into a helicopter and bombard opponents for the safety of the air.



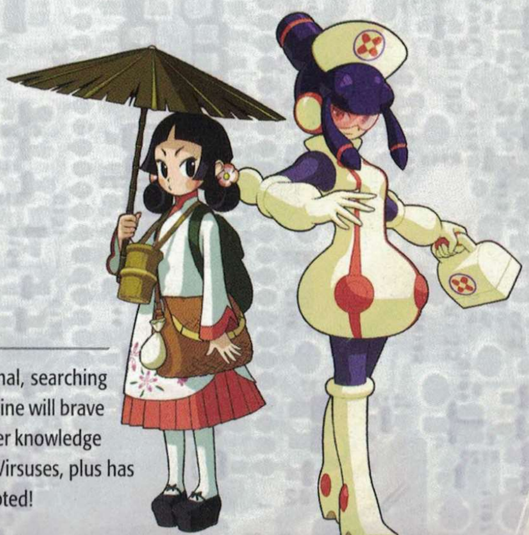
## Fyrefox & NapalMan.EXE

A rough-and-tough NetBattler with a love of fireworks both real and cyber, Fyrefox loves things that go "bang". The bigger the boom, the happier he is. Lan and MegaMan have tangled with his hotheaded (both figuratively and literally) NetNavi NapalmMan before, but after a show of force, Napalm is willing to fight alongside his former opponent for the chance to make things go kablooey!



## Raika & SearchMan.EXE

The frigid snowfields of Sharo breed a hardy and sometimes-harsh people, and Raika's one of the hardiest and harshest around. As the country's top Official NetBattler and a strict perfectionist, he gives Chaud a run for his money in the haughtiness department. His Navi SearchMan is a crack shot and a top-notch commando who can wipe out criminal Navis with chilling precision.



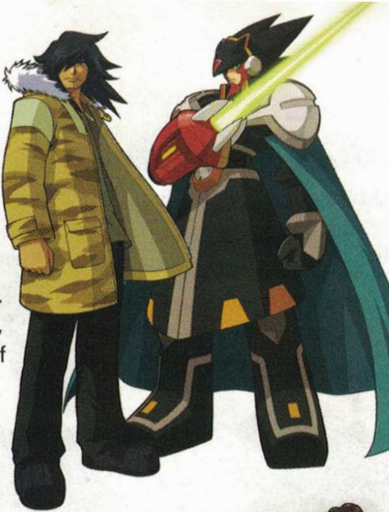
## Jasmine & Meddy.EXE

Jasmine is a student of medicine both modern and traditional, searching for a cure for her grandfather's illness. A bit hotheaded, Jasmine will brave any danger for her family. Her NetNavi Meddy has adapted her knowledge of curing biological viruses to techniques for busting digital Virsuses, plus has developed the ability to restore Navi data that's been corrupted!

# Team Colonel

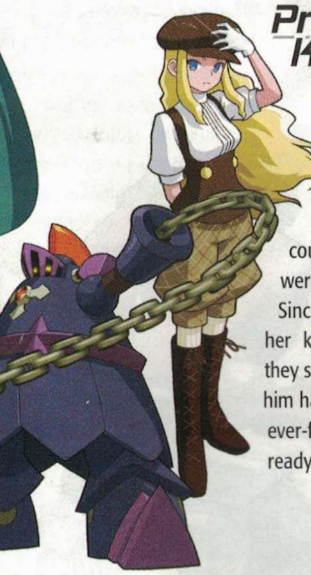
## Baryl&Colonel.EXE

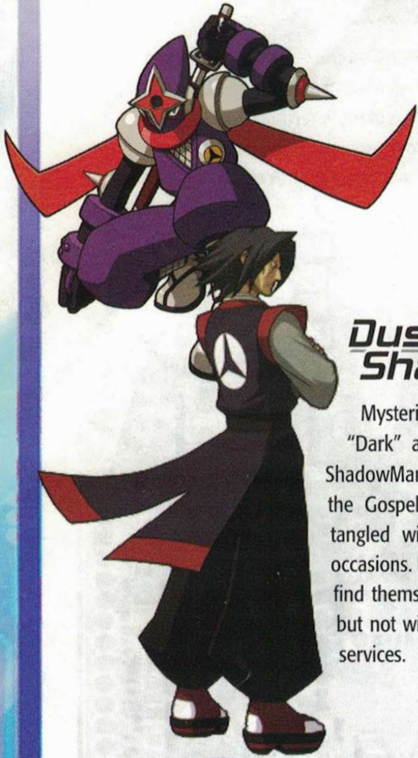
An Official NetBattler from Netopia, Baryl is a tough, no-nonsense sort who commands respect and takes no guff. He can be a bit cold personally, but he is also fair and even-handed. His NetNavi Colonel is an expert combatant, possibly even rivaling ProtoMan with the use of cyberswords!



## Princess Pride & KnightMan.EXE

Princess Pride sold out the Official NetBattlers (much to her honorable NetNavi KnightMan's dismay) in the hopes that the Gospel crime syndicate would spare her country of Creamland, but her plans were stopped by Lan and MegaMan. Since then, she's worked hard to bring her kingdom back from the devastation they suffered. Reunited with Lan, she assists him happily to help make amends, with the ever-faithful powerhouse KnightMan along, ready to smash Nebula!



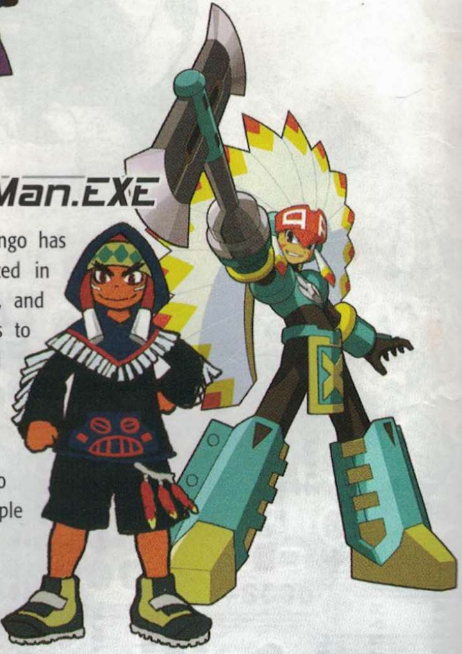


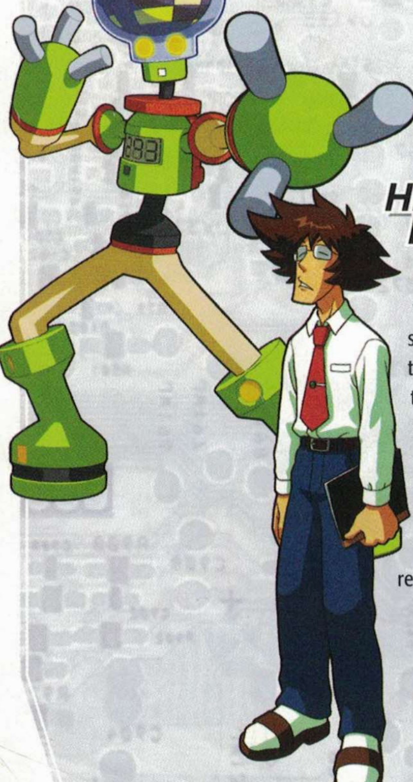
## Dusk & ShadowMan.EXE

Mysterious assassins for hire, Dusk (alias "Dark" and "Miyabi") and his vicious Navi ShadowMan have worked for World Three and the Gospel crime syndicate in the past, and tangled with Lan and MegaMan on several occasions. But with the threat of Nebula, the two find themselves siding with former enemies... but not without a little compensation for their services.

## Dingo & TomahawkMan.EXE

A proud young NetBattler, Dingo has reportedly never been defeated in combat. He's also headstrong, and willing to go to great lengths to protect his family's tribe. His Navi TomahawkMan matches Dingo's enthusiasm for NetBattling and respect for inner strength, and is a skilled combatant who specializes in tackling multiple opponents at once.



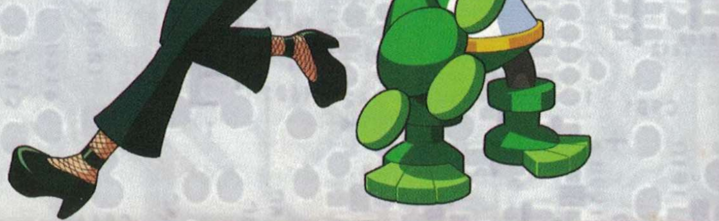


## Higsby & NumberMan.EXE

Possibly the biggest Chip-freak in the world, this former WWW agent turned shopkeeper travels the world looking for the rarest Battle Chips, but always return to his shop in ACDC Town (besides, his secret crush, the schoolteacher Mr. Mari is there!). Higsby's Navi NumberMan may be a big geek more comfortable crunching numbers than crushing Viruses, but his combat abilities have really improved lately!

## Ribitta & ToadMan.EXE

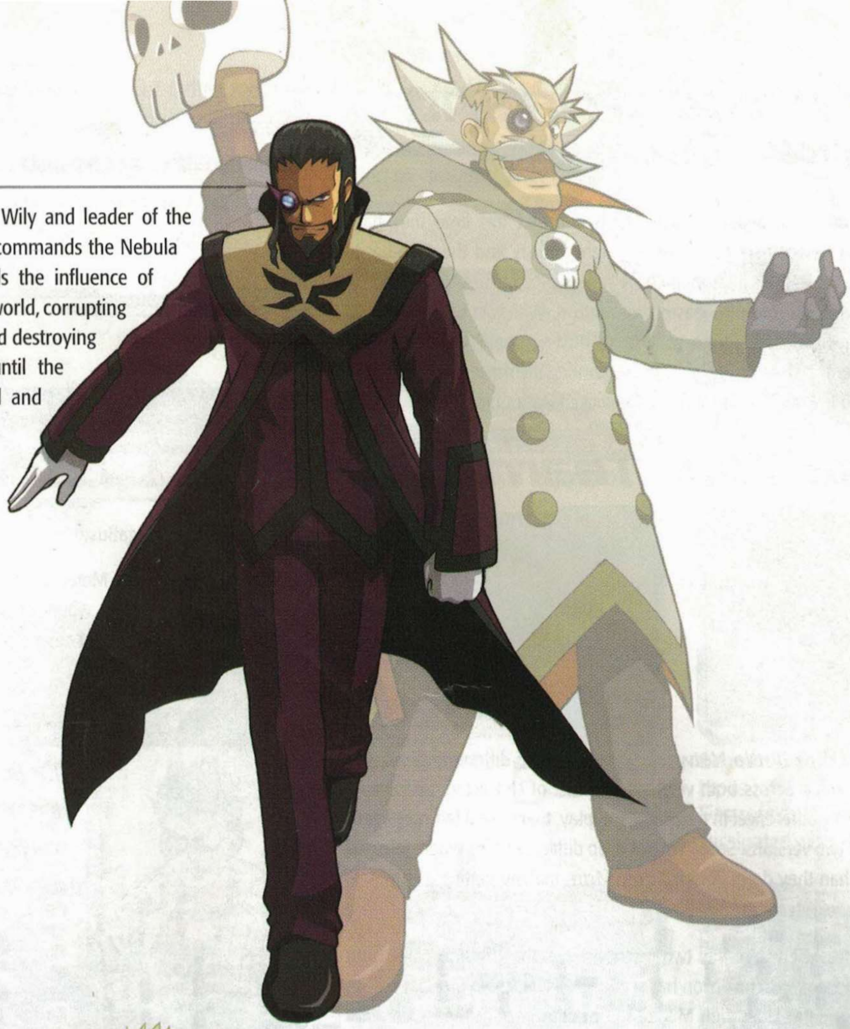
The perky and popular newscaster from DNN Television, Ribitta is a nonstop bundle of energy with a striking screen presence. Normally reporting on the work of Net-criminals, Ribitta now finds herself right in the thick of the fight! She's always accompanied by her Navi ToadMan, who's just as bouncy and bubbly as his owner! Don't let his small size fool you, as ToadMan's speed and skill in cyber-water make him a force to be reckoned with!

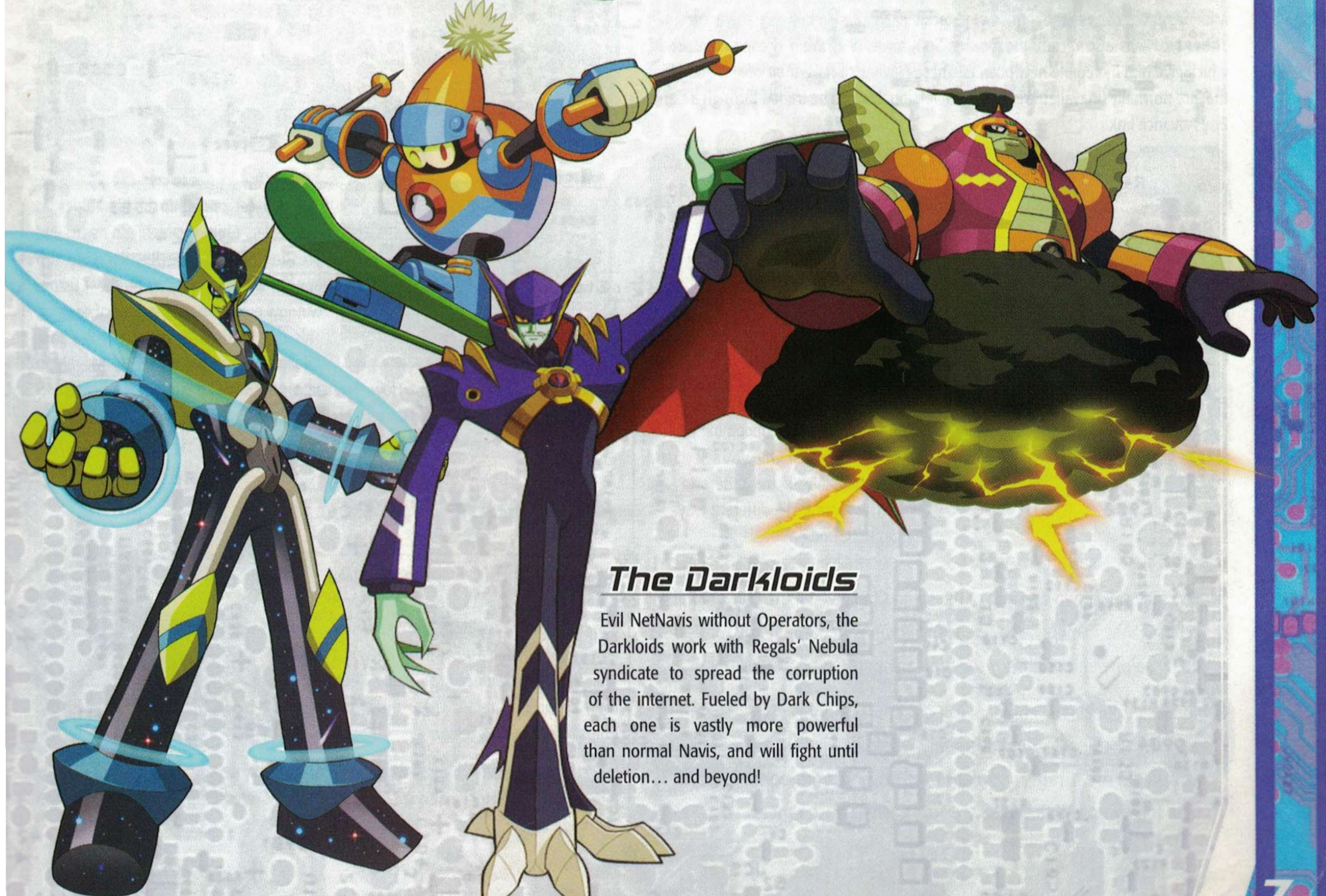


# Nebula

## Dr. Regal

Son of the mad genius Dr. Wily and leader of the mysterious Nation X, Regal commands the Nebula crime syndicate. He spreads the influence of darkness and evil across the world, corrupting Navis with his Dark Chips and destroying networks. He won't rest until the global internet is destroyed and all of mankind is at his feet.





## The Darkloids

Evil NetNavis without Operators, the Darkloids work with Regals' Nebula syndicate to spread the corruption of the internet. Fueled by Dark Chips, each one is vastly more powerful than normal Navis, and will fight until deletion… and beyond!

# Basic Programming

Lan and MegaMan are back again to save this world, and this time they have more help than ever! Newcomers to the series might initially find the Chip-based combat daunting, but the game's built-in tutorials and gradual pacing when bringing MegaMan's various abilities into play eases them into it. With just a few minutes' practice, even newbies can assemble a good Virus-busting strategy. Veterans can look forward to the return of the Soul Styles, while learning the newest additions; the Liberate Missions and the alterations made to the wicked Dark Chips.

## Choose Your Team

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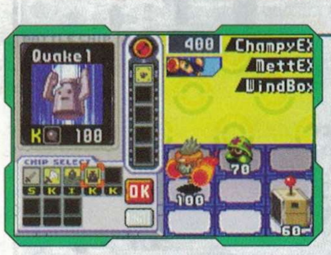
Just as before, *MegaMan Battle Network 5* comes in two different flavors. The story progresses the same across both versions, the cast of characters performing the actions being the big difference. In terms of gameplay, there are a fair number of changes between the two versions. Some Viruses drop different Chips when defeated in *Team Colonel* than they do in *Team ProtoMan*, making getting a complete set of Chips a little more interesting.

The biggest differences between the two versions are the "Team" Navis you encounter through the story. Each version has six unique Navis that you both face in battle and fight alongside in Liberation Missions. The difference in their Liberation Mission moves can really alter how you tackle each mission between the two games. These six Navis also dictate the Double Soul forms MegaMan is capable of using, which give him incredible new powers. These Navis also have their own Battle Chips that are normally unavailable in the other version, but can be traded through a Game Boy Advance link.

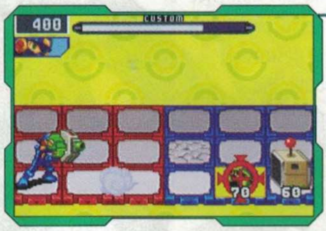
Finally, each version of the game has six unique Giga-Class Battle Chips, which *can't* be traded between the two games!

## Battle Routine, Set!



As combat opens, five Battle Chips are selected randomly from Lan's active Chip Folder and sent to MegaMan's Custom Menu. How many Mega can Slot In and use in the upcoming turn all depends on the first Chip you select, and the compatibility of the others to that Chip. There are three different ways for a Chip to be compatible with another.

- You may select two or more of the same Chip, even if they have different Letter Codes. Cannon A can be followed up with Cannon A, B, or C, but doing so prevents you from selecting any non-Cannon Chips.
- You may select a full complement of up to five Chips that have the same letter Code, leading to useful combinations. For example, activate an AreaGrab S in order to get closer to your opponent, and then follow up with a WideSwrd S to slash at close range.
- Chips with a * Code are wild-cards. These Chips can be linked to *any* other Chip, regardless of their Letter Code. However, any Chips selected *after* a * Chip must be compatible with the Chip preceding the * Chip; you cannot bridge a Cannon A to a Sword S through a *-Code Chip.

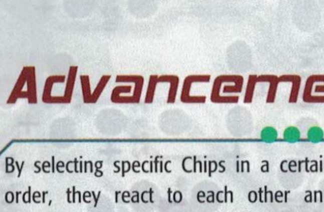


Once you send the Chips directly to MegaMan, the real battle begins in a somewhat more traditional action-style game. Maneuver MegaMan around the combat field, dodging enemy attacks while unleashing your own. While Battle Chips are the brunt of your attacks, don't forget your handy MegaBuster arm-cannon, as well!

As you fight, the Custom Meter builds up. Once it's full, press the R button to bring back up the Custom Menu, where the Chips you chose last have been replaced with new ones from your Folder. Keep it up until the last enemy falls.

*The timing of battle is slightly altered during Liberate Mission battles. This is covered more extensively in the next sub-chapter.*

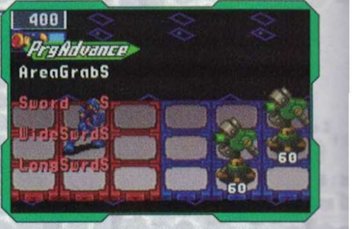
If you're getting creamed (or just don't feel like dealing with small-fry Viruses far weaker than yourself), press L at the Custom Menu to attempt an escape. You might not make it if the enemies are too tough, though, forcing you to go a round without Chip support!



Lan can set one Chip in his Folder as a Regular Chip by highlighting it and pressing SELECT. The Regular Chip will appear in the first slot of the Custom window every time at the start of combat. This can be used to prepare a Program Advance, or simply power up MegaMan at the beginning of every fight. However, Lan cannot set a Chip that has a higher MB requirement than MegaMan's current Memory.

## Advancement

By selecting specific Chips in a certain order, they react to each other and combine into a Program Advance, granting MegaMan a move more powerful than the individual Chips normally. Keep the Advances in mind when organizing Chips in your active Folder.



You can increase the chances of using an Advance by setting a component Chip as a Regular Chip. You can also substitute a single *-Coded Chip into the combination to complete one.

*See Chapter 3.4 for a complete listing of Program Advances and their component Chips.*

# Exposure to the Elements

As with every game in the *Battle Network* series, certain Battle Chips, Viruses, and even MegaMan's Soul styles have special Elemental properties. The four Element Types form a circle of strengths and weaknesses that can really turn the tide of battle. Targets struck with the proper counter-Element take twice the damage as normal! Just remember that MegaMan is also subject to the weaknesses of Elements when in certain Soul forms!

**Fire** burns **Wood**

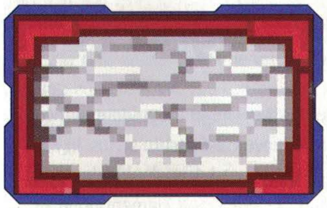
**Wood** grounds **Elec**

**Elec** shocks **Aqua**

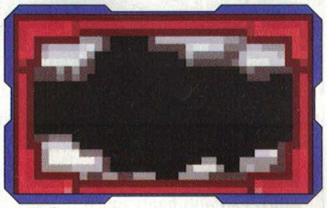
**Aqua** douses **Fire**

# Field of Battle

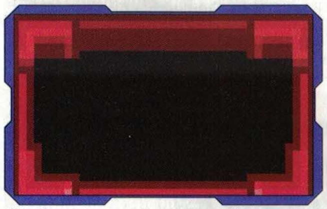
Keep an eye on the condition of the battlefield. The Panel states can have a drastic effect on combat strategy by restricting movement or amplifying Elemental damage. Remember that several floating characters aren't affected by many Panel conditions, including their damage modifiers!



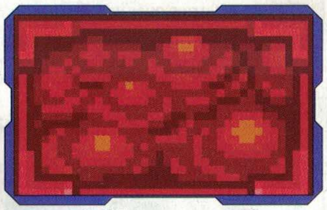
***Cracked***: Break if stepped on.



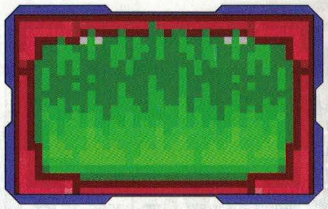
***Broken***: Cannot be crossed over Returns to Normal.



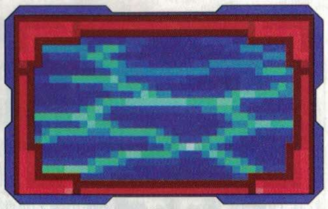
***Hole***: Cannot be crossed over.



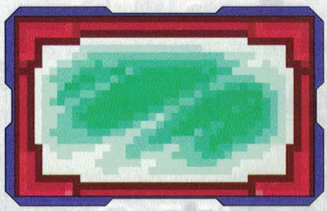
***Lava***: 50 damage to non-Fire-types (100 to Wood-types). Destroyed by Aqua attacks. Dissipates when stepped on.



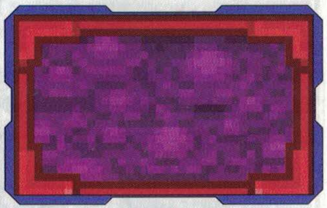
***Grass***: Rapidly restore Wood-type HP, Fire damage x2.



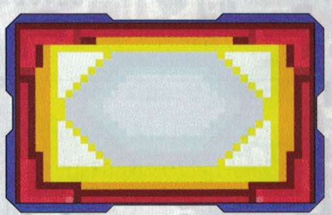
***Sea***: Hide Aqua-types, steady damage to Fire-types. Elec damage x2.



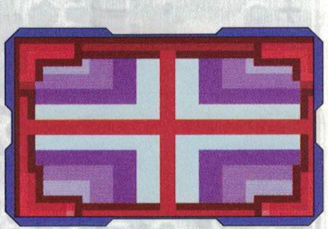
***Ice***: Slippery movement.



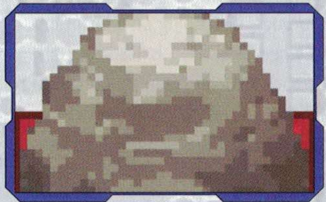
***Poison***: Gradually reduces HP.



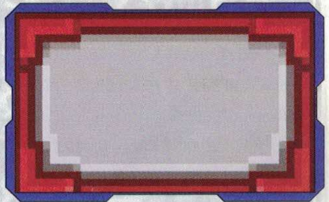
***Holy***: Halves received damage.



***Magnet***: Pushes off-Panel.



***Rock***: Blocks attacks, has 500 HP. Push w/ AirShot.



***Normal***

# Getting Emotional

The Emotion Window beneath MegaMan's HP displays his current status. Keep an eye on this, as MegaMan's emotion affects his combat abilities!

## FullSynchro

By striking an enemy with a Chip attack while they are in the middle of their own attack, MegaMan and Lan synch up to achieve Full Synchro status. In Full Synchro, the next attack Chip or Program Advance used does double damage, which can end fights much quicker. Even Attck+, Soul, and Element bonuses are doubled! Enemies also flash when they're vulnerable to Counters while Mega's in Full Synchro, helping you maintain that condition with good timing. This state carries over into the next battle if you end a fight with a Counter Hit. Keep in mind that being hit by an enemy knocks Mega out of Full Synchro.

## Normal

This is Mega's default state. He's fine and dandy and your options are wide open.

## Angry

If MegaMan takes an excessive amount of damage (300 HP or more) in a short period of time, he gets pretty cheesed off. While his next Chip-based attack does double damage like in Full Synchro, he doesn't gain its Counter-seeing benefit.

## Worried

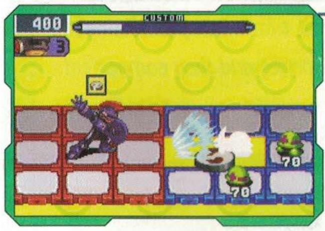
If MegaMan takes too many hits without delivering some of his own, he grows worried. In this state, Mega cannot use the Double Soul technique. Scoring hits on the enemy can return MegaMan to normal.

## Dark

If MegaMan uses a Dark Chip, he becomes tainted with evil and permanently loses 1 HP from his maximum. MegaMan cannot use the Double Soul in this emotional state, plus he gains program bugs, depending on which Chip he used. Certain Chips can only be used when MegaMan is Dark. If Dark MegaMan's HP is reduced to zero, he gains back 1 HP and enters a berserker state where he is invincible, but uncontrollable. However, this only works once per fight; the next time he hits zero, he's deleted.

Repeatedly entering the Dark state eventually attunes MegaMan's Soul to darkness, starting him Dark at the beginning of all battles. He cannot use Double Soul or enter Full Synchro, or use light Chips like HolyPanl. However, he can choose Dark Chips and darkness-attuned Battle Chips freely, as well as enter the new Chaos Unison form.

# Soul Seeking



As MegaMan gains allies in the fight against Nebula, his soul attunes with theirs, and in time he can alter his form to reflect their powers, giving him a wide variety of attack options. Once MegaMan acquires a Navi Soul, he can merge with it during battle by selecting a Soul-compatible Chip and activating the Unison command. For three turns after that (each turn being when you call up the Custom Window), MegaMan has new powers, advantages, and weaknesses depending on the chosen Soul. These range from new charged Buster attacks, Element-based powers, and bonuses when using certain Chips. Each version of *MegaMan Battle Network 5* has six different Souls to collect, unique to each version.

New to the Soul system is the Chaos Unison, Dark counterparts that allow you to use the power of Dark Chips without some of their inherent dangers… but the Chaos Souls carry their own unique risks!

*Regular Chips cannot be used to activate the Double Soul. You must rely on chance and diligent Folder-packing!*

**Team ProtoMan Double Souls/ Chaos Unisons**

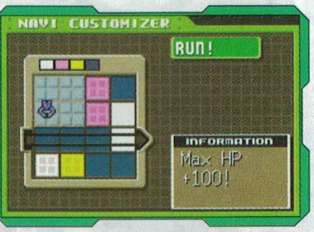
| Navi Soul | Activation Chip Type |
|---|---|
| MagnetMan | ⚡ |
| GyroMan | 🌀 |
| NapalmMan | 🔥 |
| SearchMan | ⌖ |
| Meddy | ♥ |
| ProtoMan | 🗡 |

**Team Colonel Double Souls/Chaos Unisons**

| Navi Soul | Activation Chip Type |
|---|---|
| KnightMan | ■ |
| ShadowMan | ■ |
| TomahawkMan | ■ |
| NumberMan | ■ |
| ToadMan | ■ |
| Colonel | ■ |

*See Chapter 3.5 for a complete listing of each Double Soul and Chaos Unison's abilities and properties.*

## Customized



Max HP +100!

Along with the Souls, MegaMan's abilities can be further augmented and adjusted through the Navi Customizer. By placing acquired Program Blocks into the Program grid, MegaMan gains new abilities and enhancements to his base powers, such as increased HP, MegaBuster rating increases, extra Double Soul turns, attracting or repelling certain Virus types, movement abilities, and many more. However, the Customizer has several rules for how you place your Program Blocks.

While MegaMan can run with an improperly-programmed Customizer, he will develop programming bugs depending on the number of errors in the Customizer. When buggy, MegaMan appears staticky and even more pixilated than normal, and develops malfunctions like involuntary movement, Buster malfunctions, and even rapidly-depleting HP.

*See Chapter 3.6 for a complete listing of the available Program Blocks, Customizer upgrades, and programming bugs.*

## Link Up!

There are numerous advantages to linking your GBA with your NetBattling friends. Not only can you pit your MegaMan characters against each other in different varieties of NetBattle, but linking enables trading between you.

Through the GBA link, you can trade Chips and Customizer Programs with your friends, filling blanks in your Folders. Certain Chips have Letter Codes that are normally only available in one version of the game, so this is vital if you're going for an ultra-complete set. You can also exchange Library and data to fill in the gaps in yours, which can then be used with Higsby's Chip Order System to buy new Chips you lack.

There's one more advantage to linking up, but to do so you need to link with Konami's *Boktai 2: Solar Boy Django*! Yes, the crossover continues, and now with both games you can play nifty Crossover Battles! Earn points in these fights to spend at a special Chip Trader that's only available once you've linked!

## Words to the Wise

- **Constantly update your Save File!** You can save your game at almost any time, so do it frequently. As soon as you get a valuable item or large amount of Zenny, save it—especially if you're exploring a new digital area. You can even save during Liberation Missions; use that to fall back on in case your Mission goes sour by accident.
- **Don't be afraid to Jack Out!** Disconnect whenever MegaMan's HP dips low and your SubChip reserves are running low. With very rare exception, you can pull MegaMan back into the PET whenever he's not engaged in battle. It's much better to retrace your steps with all the neat stuff you got the first time through (and with any obstacles you took care of removed) rather than to do all of it over again.
- **Take your time!** Unless there's a visible counter ticking down, you have plenty of time to explore and build up your resources. The more Chips, Zenny, and upgrades you have, the better off you are.
- **Organize your Chips!** Choose the contents of your current Folder carefully. Try to limit the number of different Chip Codes in your active Folder to one or two (not including the wild-card *-Codes, of course). The ability to chain together multiple Chip attacks and Program Advances is incredibly valuable, and beats waiting for the Custom Gauge to refill.
- **Shop smart!** HPMemory should always be at the top of your purchase list. And just because you *can* buy a Chip doesn't mean you *should*. Purchase Chips only if its Code fits into your current Folder plan. Most Chips can be earned in combat, gained from Chip Trader machines, or in Mystery Data across the 'net, so hold off on buying Chips merely to fill out your Library until toward the end of the game when you have Zenny to burn.
- **Don't forget your MegaBuster**—especially when using the power of Navi Souls! Once you get the Customizer, focus on adding Attack+ and Charge+ Program Blocks over Speed+. The ability to unleash powerful single shots is generally more useful than a fast series of weak blasts. Use the charged 'Buster to finish off weakened Viruses rather than waste a Full-Synchro-enhanced Chip attack on them, saving the power boost for next fight.

# Liberation Missions

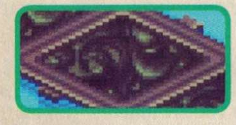
New to the *Battle Network* series are the Liberation Missions, which combine the frantic Chip-based battles with elements of turn-based strategic troop placement. Lead your team of Navis deep into Nebula-held territory, clearing out their corruptive influence from the internet, and making your way to the Darkloid Navi boss. Can you do it in as few "Phases" as possible?

Every Navi on your team has unlimited range of movement within cleared spaces, and you can switch between any active members with the R trigger-button. If you need to check out the map ahead, press the L trigger-button to scroll around and scout out your path. Once you know which Dark Panel(s) you plan to attack, walk up to it and make your choice with your selected Navi. Just remember that each Navi can only attempt one Liberation each Phase! Navis can also Pass on their turn and restore some HP, since you can't use SubChips. One Navi (usually your Leader) can save your game once per Phase without sacrificing their turn; it's a good idea to do this at the beginning of every Phase so you can go back and retry a Phase if it doesn't go well, rather than restart the entire Mission.

Liberate battles are different than normal battles in some fairly significant ways. The first thing is that you no longer bring up the Custom Window with the R and L trigger-buttons; the Window automatically appears as soon as the Custom Meter is full. This ties into the other major change: you only have three turns to delete your opponents! If the Custom Meter fills a third time, your Liberation has failed and you must try again! And finally, you can't alter your Folder in the middle of the Mission, so make sure you've got what you want to use before you even start!

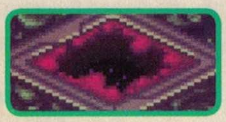
Once all of your Team's Navis have had a turn, it's the enemy Darkloids' turn to move. First, any Dark Holes that don't have sub-bosses on the field generate a new sub-boss Virus, plus they get to attack any of your Navis within their range, instantly taking away some of their HP. And to top it all off, the Darkloid Navi boss gets a go, as well!

## Know Your Territory



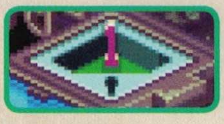
### Dark Panels

These Panels have been corrupted by Nebula, spreading Viruses and bad things around. You cannot cross over them; you must clear a path through them by Liberation battles to reach your objectives. You don't need to eliminate every Dark Panel to clear the mission–that would take way too long. Figure out the quickest path through the Dark Panels to reach your targets.



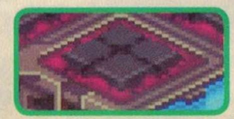
### Dark Holes

The first objective of the Liberation Missions is to clear out every Dark Hole on the map. Dark Holes are the source of the Viral sub-bosses; every Darkloid Phase, each Dark Hole generates a new sub-boss if there's not one already on the map. Dark Holes cannot be cleared with Command Point attacks. You need to get right next to it and attempt to Liberate it normally. Be ready to tackle a sub-boss backed by small-fry Viruses when you do, though. Once a Dark Hole is cleared, every Dark Panel in the nine surrounding Panels also clears out, and any sub-bosses spawned from it vanish.



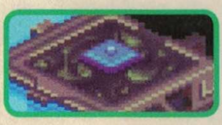
### Barrier Panels

Panels with numbers floating over them are locked and cannot be Liberated. The only way to get rid of them is to find the same-numbered Barrier Keys hidden within specific Item Panels on the map. Sometimes this means you have to go the long way around to open the path for your other Navis!



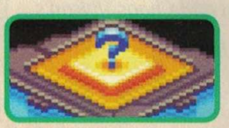
### Locked Panels

Even Barrier Keys won't get you through these Panels that protect the boss of each Liberation Mission. The only way you can get rid of them is by clearing out all of the Dark Holes on the map. Do so, and the Locked Panels all become normal Dark Panels. Locked Panels do not count as Dark Panels when determining battlefield conditions (see "Hold your Ground" ahead).



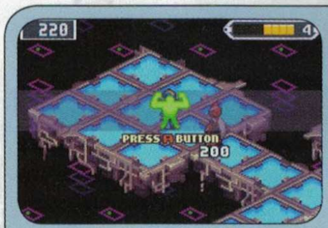
### Item Panels

Dark Panels with a small blue center to them contain items. Clear the Panel and the item is yours. It's usually better to try to claim them with a multi-Panel-clearing move rather than with a single-Panel Liberation. Each Item Panel has a set item contained within it; you can obtain Zenny, HP refills, Battle Chips, Order Points, and Barrier Keys. Be careful, though, as some Item Panels in later missions are booby-trapped!



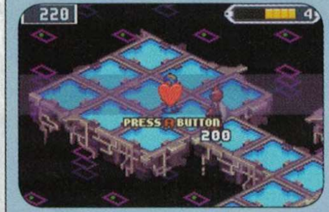
### Bonus Panels

Bonus Panels are a very nice thing; step up and open 'em up to roulette through a variety of different prizes. Thankfully, clearing a Bonus Panel doesn't end a Navi's turn, so if it's open to you, go for it right away!



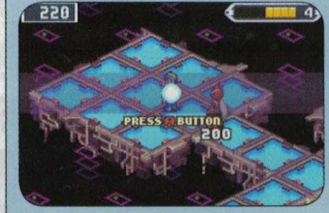
#### Invincible

If you get this Bonus, every Navi on your team starts their next Liberation battle in this Phase with glowing green invincibility for a short while. Pretty cool, eh?



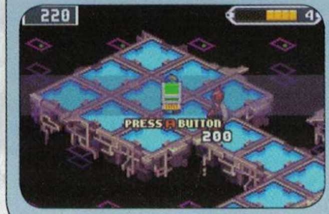
#### Heart

This one restores a random amount of HP to all of your active Navis.



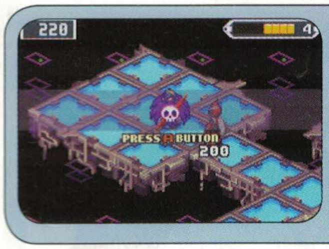
#### Order Point

Grants a random number of Order Points, letting you clear out more Dark Panels easier.



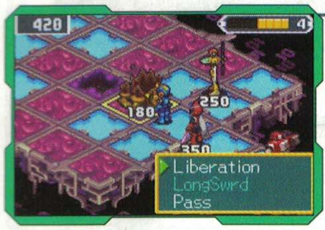
#### Battle Chip

Score! A free Battle Chip! Each Liberation Mission has a different stock of random Battle Chips to award you.

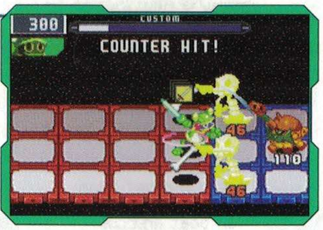


### Major Hit

This is great. Get it and the closest Virus sub-boss on the map is hit for major damage, potentially destroying them immediately! It even works on the Darkloid Navi bosses!

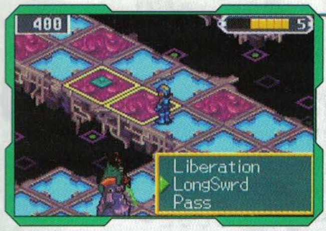


Complicating matters further are the Viral sub-bosses. These can prove pesky, as you cannot remove them from the field with a Command Liberation move; only a standard one-Panel attack or by destroying the Dark Hole that created them. Sub-bosses move toward the closest Navi; careful placement can draw them away from their Dark Holes, allowing you to bypass the sub-boss with a different Navi. In battle, the sub-bosses are tougher than most other foes.



On of the highlights of the Liberation Missions is the ability to battle using Navis other than MegaMan! Each Navi in your team uses the same controls as Mega, plus they use your Chip Folder for combat. But they also have unique Buster attacks, and a special NaviChip attack available only to them. Remember that these Navis have a preset HP maximum, are incompatible with the Navi Customizer, and can't use Soul styles or Dark Chips.

## At Your Command



While you can certainly Liberate Panels on a one-by-one basis, that basically takes forever, and you're rewarded for a speedy completion! Most Navis have a special Command move; some clear out multiple Dark Panels with a successful Liberation while others have more strategic applications. But naturally, this too has its limitations; you only have a certain number of "Order Points" to use, and each time you use a Navi's special Command, you lose a Point. Fortunately, certain Item Panels in each map give up more Order Points when Liberated. Careful application of your Navis' skills can clear out vast swaths of Dark Panels in record time!

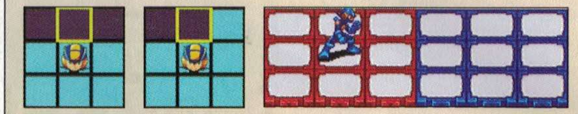
*Each Navi's special skills are explained further along in the guide as each one joins your Team.*

If you're feeling confident in your skills, there's a way to clear out every Dark Panel surrounding to the Panel you're in, even with a normal one-Panel attack. Just delete all of the Viruses within the first turn of combat! (This is perhaps easier said than done!) A One-Turn Deletion wipes out every Dark Panel in the eight Panels surrounding you!

## Hold Your Ground

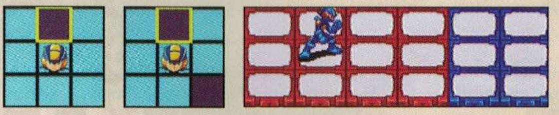
Don't expect every battle you start to have the standard half-and-half battlefield you're used to. The location of other Dark Panels in relation to the one you're standing on has some very drastic effects on the field once you attempt Liberation.

### Normal Field



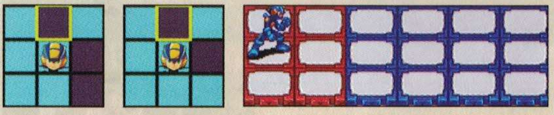
If the Dark Panel you're attempting to Liberate has any Dark Panels on either side (in relation to the direction your Navi is attacking from), but the Panel you're on has no Dark Panels to the sides or behind it (diagonals behind don't count), the battle starts with a normal field of nine Panels per side.

### Team Advantage



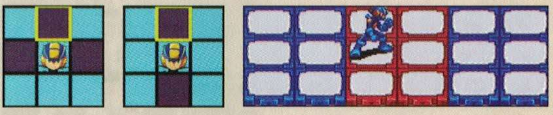
A Dark Panel with no others to either side of it is a ripe target if the Panel you're standing on is similarly free to any side! Under these conditions, one column of the enemy field is automatically stolen and added to your side!

### Enemy Advantage



If you have a Dark Panel on one side of you when attempting to Liberate a Panel, battle starts with your rightmost column as part of the enemies' field. It doesn't even matter if the Panel you're Liberating has nothing to either side.

### Surrounded!



This is the worst possible setup in a Liberation Mission; if you're directly between two Dark Panels when attempting a Liberation, not only do you start out with only two columns, but they're *in the center of the field* with Viruses both in front and behind you! Use the L and R trigger-buttons to shift your orientation from left to right. This style of battle can be extremely difficult, especially with enemies who can warp or leap from side to side!

## Spoils of Battle

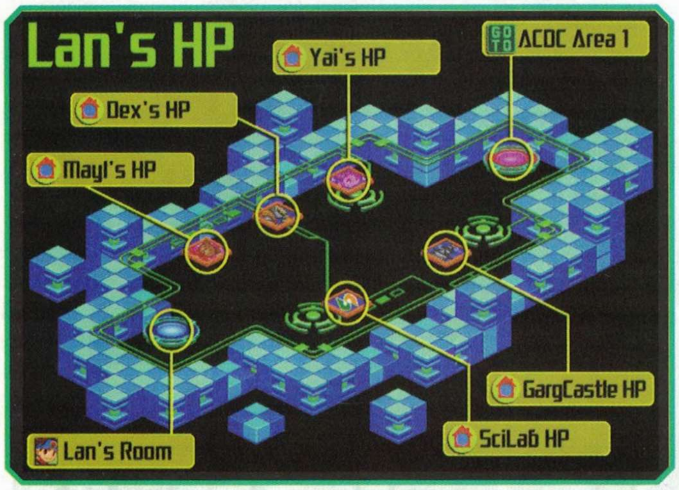
Once you defeat the Darkloid Navi boss, the Mission is over and you're granted a bonus prize based on your performance. Every mission has three different potential prizes, depending on how many Phases it took to finish the Mission. Naturally, the better you do, the nicer the result. Don't worry if you didn't get the nicest prize; after the battle, simply talk to the golden Mr. Prog that appears in the area cleared, and you can play the Mission again to claim any items you missed the first time! You can even quit in the middle of these replays without losing anything you've acquired.

# Part 1:
# The Revengeful Return of Regal

## Boss: BlizzardMan.EXE

Every time you start your homework, you fall asleep!

It's another beautiful day at the Hikari household. Lan is once again awoken by a beeping PET—at least this time he fell asleep at his desk. A little change of pace is always good. He's called into the kitchen to run an errand for his mother. Talk to her to get the **StewRec**. The boys need to take it to a Navi in cyberspace just off of ACDC 2. Can do!



AreaGrab
100
Mettaur
Mettaur
Mettaur
Using AreaGrab with WideSwrd is a very effective strategy.

Jack in to Lan's computer, your gateway to the cyberworld. It's pretty empty now, but later on you earn Banner Links that let Mega warp quickly to other computers. Okay, there is something here; a trio of Mettaur Viruses waiting for MegaMan! It's the obligatory tutorial for those new to the series, taking you through the fundamentals of NetBattling, Chip selection, and the use of Counter-Hits and Full Synchro.

GutsMan and Glide were in ACDC Area2.

With the Viruses deleted, head on through and on to ACDC Area 1. Follow the winding green path to the west, making sure to pick up the **MiniEnrg SubChip** and **800 Zenny** from the Blue Mystery Data packets along the way. There's also a SubChip dealer here, with some wares that can prove useful later on. Several side-paths are blocked right now; you can't get through the large blocks without the proper P-Codes, and the energy gate with the skull image needs a special Key to open. Since you have neither, ignore them for now. Say hi to MegaMan's girlfriend Roll along the way!

I'm a SubChipDealer.

ACDC Net 1 SubChip Dealer

| Item | Cost |
|---|---|
| MiniEnrg | 100Z |
| SneakRun | 200Z |
| Unlocker | 4000Z |

I'm gonna get lotsa chips so Dex and I can beat anybody!

Even though your destination is right next to the entrance to ACDC Area 2, you must take the long way around to get there. Be sure to snag the **CopyDmg * Chip** to the south; its ability to spread damage to other Viruses is very useful early on. Before you enter the Kitchen Computer, hang around a bit to build up some Zenny and Chips, especially the useful MrkCan1 Chips.

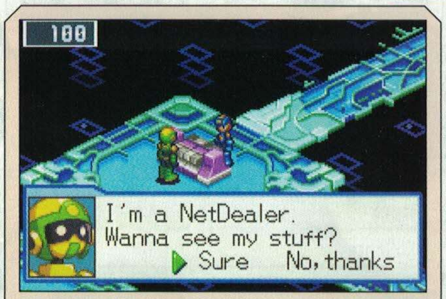
### Standard Chip *009: MrkCan1
### Codes: K, M, S

*The MrkCan series is good for hitting enemies in the rows above and below you from safety. While the targeting reticule only covers three columns ahead and can be dodged by a particularly quick opponent, its high attack power and stun effect are well worth keeping in your Folder early on.*

*Now is a good time for a quick lesson in smart shopping. This NetDealer has very little that's of any use to you right now, since most of his Chip stock is C and E-Codes. These Codes might be useful a little later on if you're playing Team Colonel, but not right now. If you've got some Zenny to burn, the Spreader * Chip isn't too shabby as an early weapon, but consider leaving it for now and saving your money for HPMemory and an Unlocker SubChip.*

*In the Team ProtoMan version, you should have a fair few MrkCan1 K and Quake1 K Chips by now, while the Green Mystery Datas should have increased the number of *-coded Chips in your inventory. Streamlining the number of letter codes in your Folder is important, so start replacing some Chips! The Swords actually have a fairly limited use at the moment and there aren't too many S-code Chips to get now, so remove them. A and K are the good ones to focus on, and of course plenty of *-Chips are always good to have. On the other hand, with Team Colonel you should have plenty of MrkCan1 S Chips, so stick with S-Swords, and maybe swap out your A-codes for P-coded Chips as you progress!*

*That's your remedial lesson in Folder-packing. You can handle on your own it from now on!*



I'm a NetDealer.
Wanna see my stuff?
Sure No, thanks

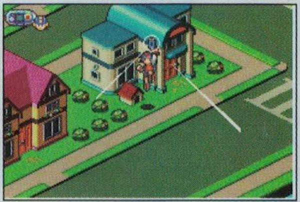
**ACDC Net 2 NetDealer**

| Item | Cost | Stock |
|---|---|---|
| HPMemory | 1000Z | 1 |
| HPMemory | 3200Z | 1 |
| HPMemory | 5000Z | 1 |
| Vulcan1 C | 500Z | ∞ |
| Spreader * | 3200Z | ∞ |
| HiCannon E | 5000Z | ∞ |
| LongSwrd C | 6000Z | ∞ |
| CustSwrd E | 6800Z | ∞ |

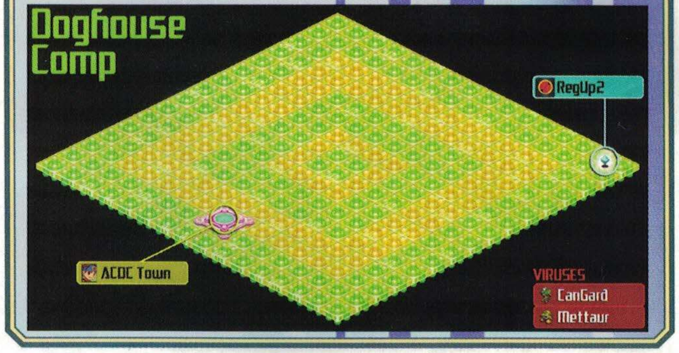
I've heard lots of good things about you from Lan's Mom!

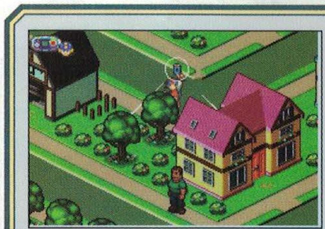
Enter the teleporter to the KitchenComp, and hand over the StewRec to the red Navi inside. There are no items in here, but there are Mettaurs and CanGards. With this simple task accomplished, MegaMan is pulled back into the PET automatically. And Lan gets an email from his father; he and all his friends are invited to SciLab! Hooray! It's time to log out and let your friends know. Why email them when you can tell them in person? This may be the age of digital wireless connectivity, but *get outside and interact with real people every now and then!* Jack Out of the net and say bye to Mom!

Once you're outside on the streets of ACDC Town, you have a little time to explore. Talk to people, search for PET-compatible devices (like the ever-present doghouse security system in the Hikari lawn), and visit Lan's best buddies (Mayl, Dex, and Yai) in their homes to let them know about your SciLab-visiting plans.

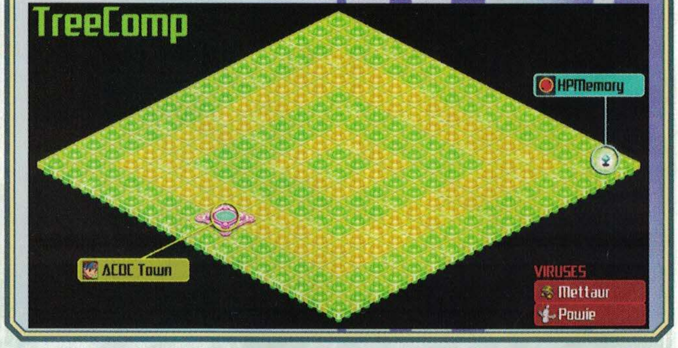


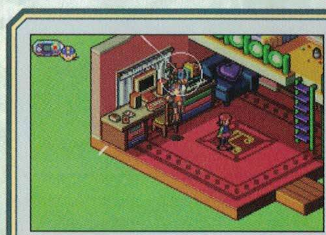
## Doghouse Comp



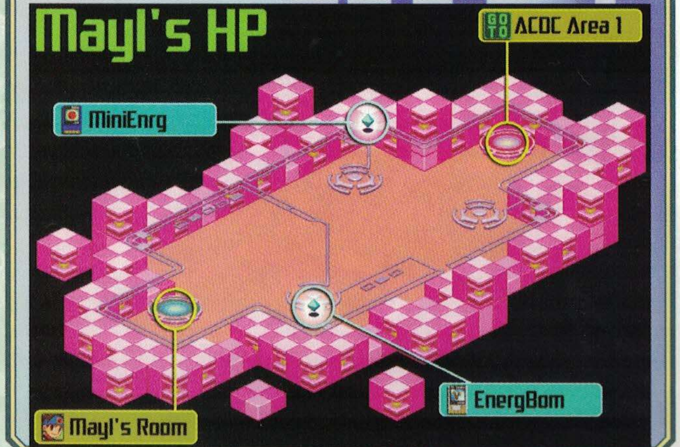


## Tree Comp

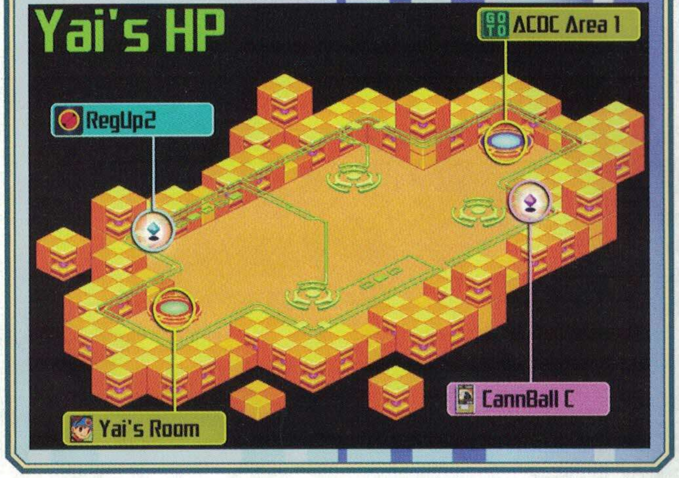




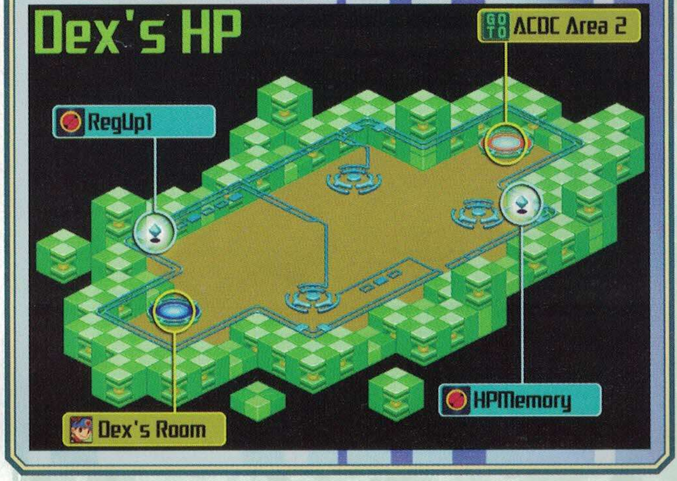
## Mayl's HP



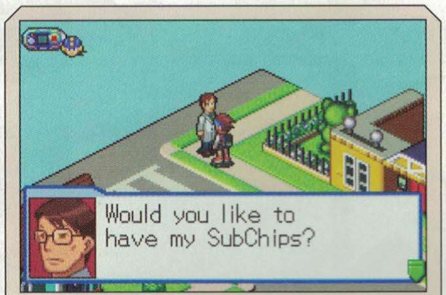
## Yai's HP


Yai's HP
ACDC Area 1
RegUp2
CannBall C
Yai's Room

## Dex's HP


Dex's HP
ACDC Area 2
RegUp1
HPMemory
Dex's Room

*Sadly, your friends' Homepages are not safe havens from Viruses anymore, like they were in previous games. You will be attacked while at any Homepages that aren't your own, so stay on your toes.*



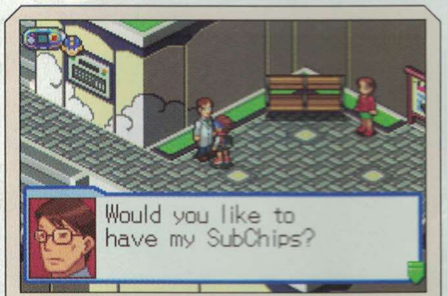
Would you like to have my SubChips?

**ACDC Town SubChip Dealer**

| Item | Cost |
|---|---|
| MiniEnrg | 100Z |
| Untrap | 500Z |
| LocEnemy | 6000Z |

Unfortunately, Higsby's Chip shop isn't open for business yet, so all those spare Chips you've collected are going to have to wait. Make your way to the Metroline station instead to meet your friends.

At the SciLab grounds, do a little wandering before entering the building. There's some stuff to earn! Just ignore the black car with ominous intent.

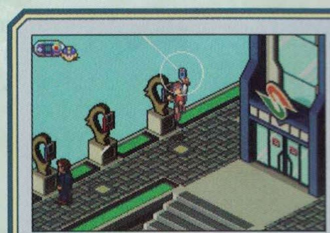


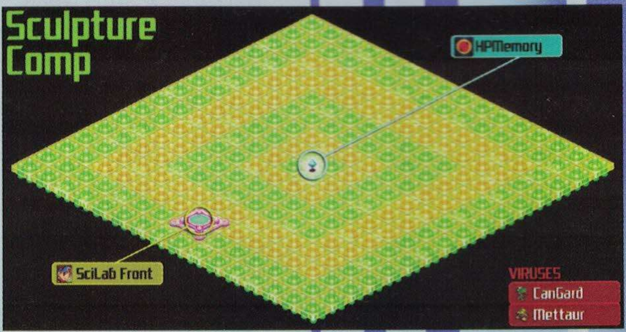
Would you like to have my SubChips?

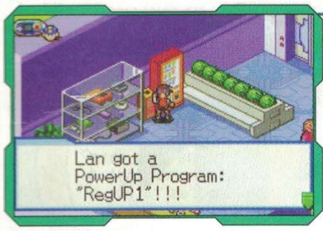
**SciLab Front SubChip Dealer**

| Item | Cost |
|---|---|
| FullEnrg | 1000Z |
| Unlocker | 4000Z |
| LocEnemy | 6000Z |

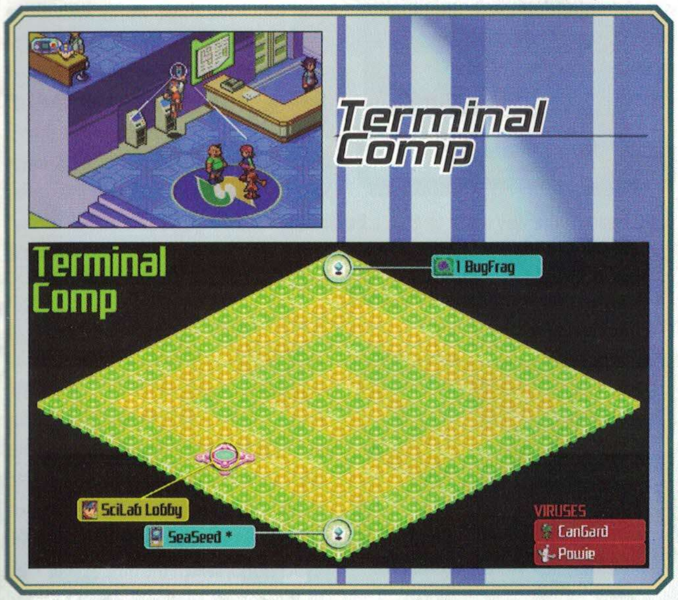
## Sculpture Comp




Sculpture Comp
HPMemory
SciLab Front
VIRUSES
CanGard
Mettaur


Lan got a
PowerUp Program:
"RegUP1"!!!

Inside SciLab's lobby, there's still more to do before meeting up with Dad. Head up the lobby stairs, but check the trash can by the snack machine before you take the elevator north—there's a **RegUp1 Upgrade** stashed in there! With everything checked out, take the elevator to get the story moving.

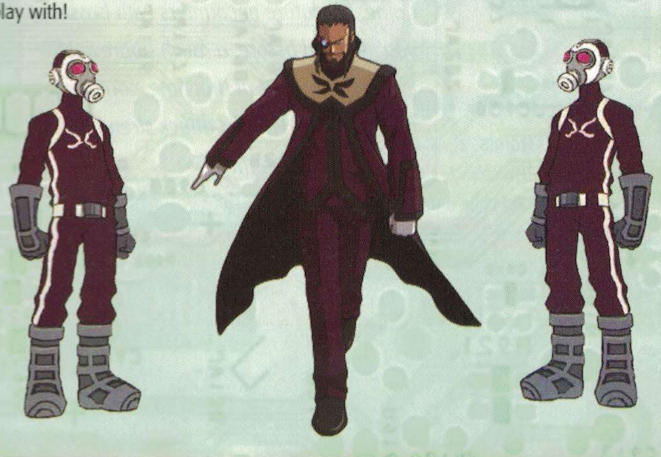

Terminal Comp
Terminal Comp
1 BugFrag
SciLab Lobby
SeaSeed *
VIRUSES
CanGard
Powie

...Take him away.

Everyone's ready to see what Dad's got, but they never get the chance! It's an attack! With gas and Nebula goons! And Dr. Regal, too. Looks like he didn't die after the meteor incident last game after all! (Why is it that falls from great heights rarely kill villains?) The goons grab Dad and the kids' PETs for good measure. Thankfully, none of them are remotely thorough and miss Lan in the other room. His PET is safe (it would be a short game otherwise).

You know what we do
with Navis who waltz
into our areas?

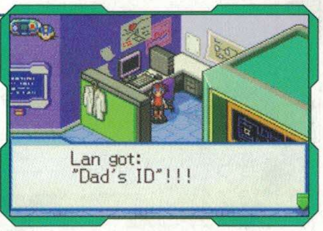
Once Lan's back home and awake, the brothers decide to check the Net. MegaMan is automatically Jacked In to Lan's computer, so head for ACDC Area. It's all dark and weird and stuff! Luckily, the shops are still open if you need some goods. Make your way to the square at the end of ACDC 2 where you talked to Glide and GutsMan earlier. A great big door and a Nebula HeelNavi are there, and the HeelNavi has some Viruses for you to play with!



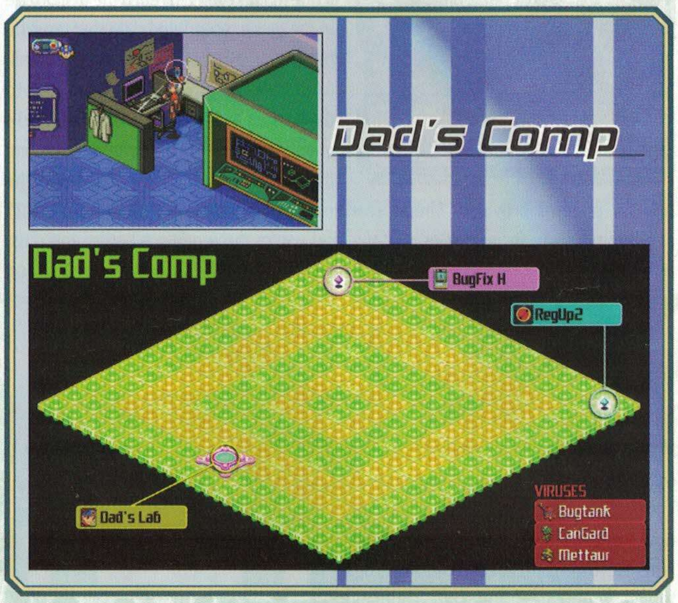
## Battle 1: Mettaur x2, Beetank

The HeelNavi slips through the big nasty gate, leaving MegaMan unable to follow. A new email confirms there's trouble at SciLab again with Nebula. Naturally, Lan decides to check it out. Once you're back in control of Lan, talk to Mom to cover your tracks, and make your way to the Metroline station.

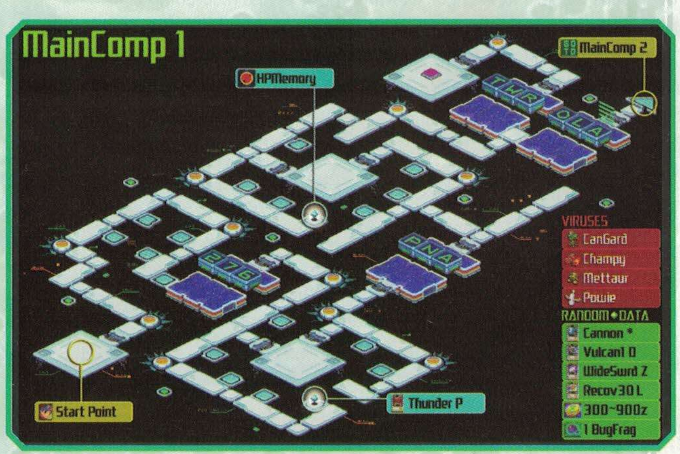
Before you leave ACDC Town, though, talk to Mayl by the Metroline entrance. She gives you two gifts: the **Roll R Navi Chip** and the **P-Code** that opens the Security Cube blocking access to ACDC 1 from her Homepage.


Lan got:
"Dad's ID"!!!

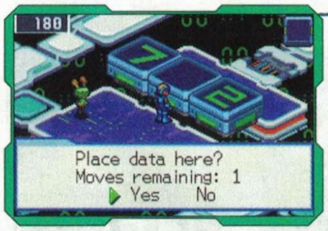
Back at SciLab, you must check the doorway on the right; you can't go through it without proper identification. So who's likely to have an ID card that'll get you into anyplace in SciLab around here? Why, Dad, of course! Hoof it to Dad's office and check his computer (as Lan) to get your mitts on **Dad's ID**.


Dad's Comp
Dad's Comp
BugFix H
RegUp2
Dad's Lab
VIRUSES
Bugtank
CanGard
Mettaur

With ID in hand, step into the Main Control Room and Jack In to SciLab's main computer to see just what's going on. It's busting time!

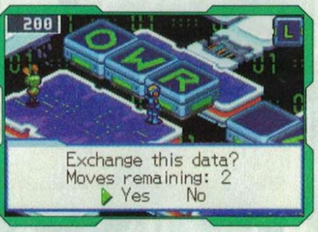

MainComp 1
MainComp 2
HPMemory
Start Point
Thunder P
VIRUSES
CanGard
Champy
Mettaur
Powie
RANDOM◆DATA
Cannon *
Vulcan1 D
WideSwrd Z
Recov30 L
300~900z
1 BugFrag

*The Green Mystery Data packets here might give up* ***Cannon * Chips****, providing you with the final piece needed to complete the GigCann1 Program Advance (in place of Cannon C Chips). This attack can end the upcoming Boss fights with a single shot if you're lucky enough to get it, so consider spending some time here after you've opened up the puzzle locks, Jacked Out and back in to claim several Cannon * Chips for later. Keep in mind how risky trying to assemble this manner of Program Advance can be, though.*



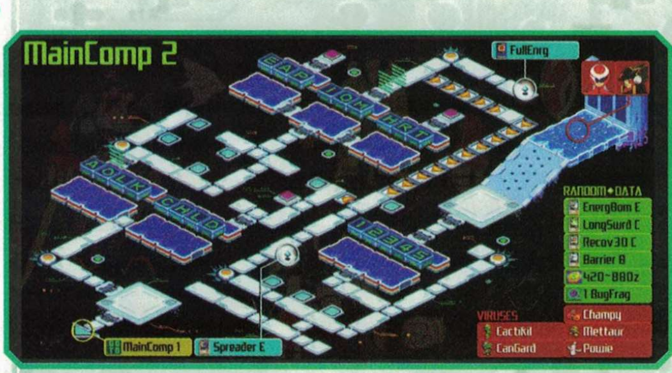
Place data here?
Moves remaining: 1
▶ Yes No

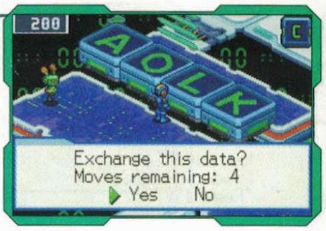
It doesn't take long to reach the first puzzle in the game; scrambled data that must be put in the correct order to proceed. Talk to the Mr. Prog nearby to get a clue to the correct order. Unscramble the blocks ahead of you by taking one and moving them around to the proper order in the number of turns provided. Simply rearrange the blocks to the sequence "**762**" and boom, you're through. Get it wrong, and you're thrown into a battle, and must attempt to solve the puzzle again. Take a side-trip to grab the **Thunder P Chip** on your way to the next lock; another three-block scramble. Talk to the Mr. Prog to get your clue, then shift the letters to spell out "**NAP**" and move on.



Exchange this data?
Moves remaining: 2
▶ Yes No

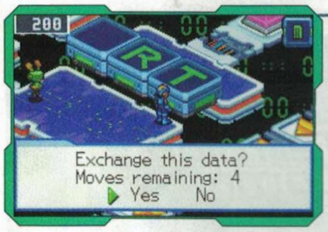
Be sure to move south again to grab the **HPMemory** on the dead-end below before tackling the next lock to the north. This lock, things are a little different. You now have six blocks forming two three-letter words. Again, talk to both Mr. Progs to get your clues, and start shuffling. Begin with the "O" panel, then rearrange them to spell "**OWL**" on the left and "**RAT**" on the right. You only have so many switches to make; never move a letter more than once. The path left leads to a button that opens the gate to the right, allowing you to access MainComp 2.





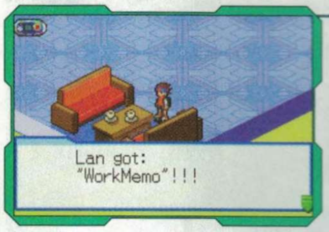
Exchange this data?
Moves remaining: 4
▶ Yes No

Right away, you have another double-gate to deal with: two four-letter words. The Mr. Progs have the clues you need, and reshuffle the letters to spell "**DOCK**" and "**HALL**". Take the right path to hit the gate button and open the path onward to the left.



Exchange this data?
Moves remaining: 4
▶ Yes No

Now you have three words with three letters each, wheeeee! You know the drill, talk to the Mr. Progs first, then start shuffling. "**HIP**", "**TOE**", then "**ARM**" from left to right opens the paths ahead. You must hit the buttons on both outer paths to unlock both gates on the center path. Head all the way north to grab a **FullEnrg SubChip**, then take the "arrow" Panels to slide south. Head *all the way* south, making sure to snag the **Spreader E Chip** along the way, swinging north again to the last scrambled system.



Lan got:
"WorkMemo"!!!

You can't progress until you jog the Mr. Progs' memory as to the access code for this puzzle. When the scene switches back to Lan, rush to Dad's office and check the table; the **WorkMemo** there is the key! Once you're back to the Cyberworld, switch the numbers around to the correct sequence (**53214**) and make your way up the ramp to the Navi responsible for all this commotion.

*Since you know you're about to face a boss, take some time to prepare. Instead of going forward, face some more small-fry Viruses and arrange matters so that you end a battle in Full Synchro. Once you've got that in reserve, head for the boss and have your opening attack doubled right off the bat!*

*The first time you encounter a boss, this guide gives you a complete rundown of their abilities, with data on every version you may encounter throughout the game. For future encounters with bosses you've faced before, a much abbreviated listing is provided at that time, containing only the boss' HP and attack strengths for that specific encounter.*

## Opponent ProtoMan.EXE

**Operator**

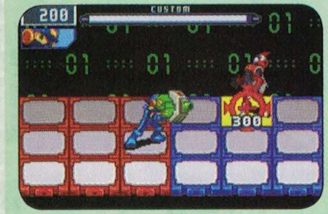
**Eugene**

**Element**

null

| Version | HP |
|---|---|
| **1** | **300** |
| Dark | 1000 |
| β | 1600 |
| Ω | 1800 |
| DS | 500 ~ 1500 |

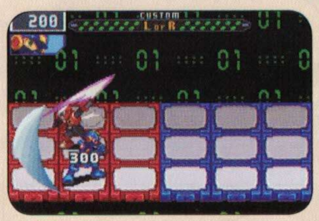
*Full Synchro Counterattack!*



Wait a minute… ProtoMan's your *ally*, isn't he? Even though he's attacking, ProtoMan seems to be taking it easy on you; he's got low HP, slow movements, and he's not attacking much. But still, he moves enough to make lobbing attacks like Quake1 highly unreliable. Get right in his face and nail him with Sword strikes as soon as he gets within range, or use MrkCan1s to hit him from afar. ProtoMan is also packing an AreaGrab, snatching your rightmost column of panels and giving you less room to run. He uses this especially fast if you try to use one on him. Don't give him the chance; delete him fast!

### Wide Sword

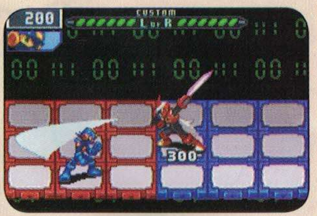
| Version | Damage |
|---|---|
| 1 | 20 |
| Dark | 120 |
| β | 140 |
| Ω | 200 |
| DS | Variable |



This attack is almost identical to MegaMan's WideSwrd Chip attack, but ProtoMan adds his own twist to it; he can actually step into your side of the field to deliver the attack! Move to a different column fast to dodge.

### Fighter Sword

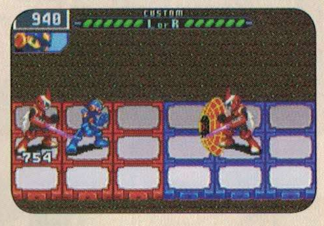
| Version | Damage |
|---|---|
| 1 | 20 |
| Dark | 120 |
| β | 140 |
| Ω | 200 |
| DS | Variable |



Hiding in the back column won't protect you; ProtoMan's Fighter Sword has a three-Panel reach to hit you even there. Thankfully, you need only sidestep to a different row to dodge.

### Shadow Slash/ Surprise Sword

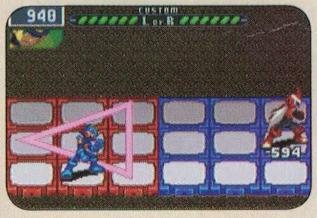
| Version | Damage |
|---|---|
| 1 | - |
| Dark | 80 |
| β | 140 |
| Ω | 200 |
| DS | Variable |



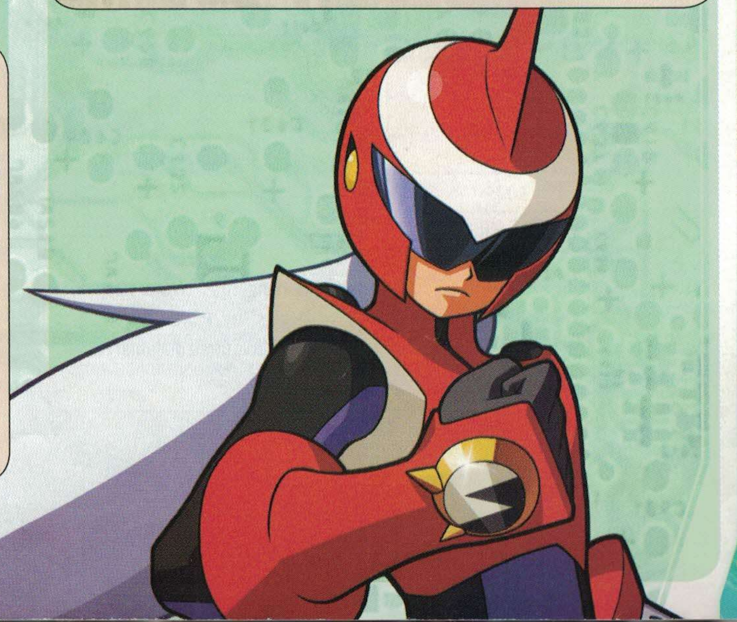
Proto's a sneaky one, popping into your side of the field to attack you from behind! Thankfully, Proto doesn't use this move in your first encounter, giving you sufficient time to build up some counter-Chips.

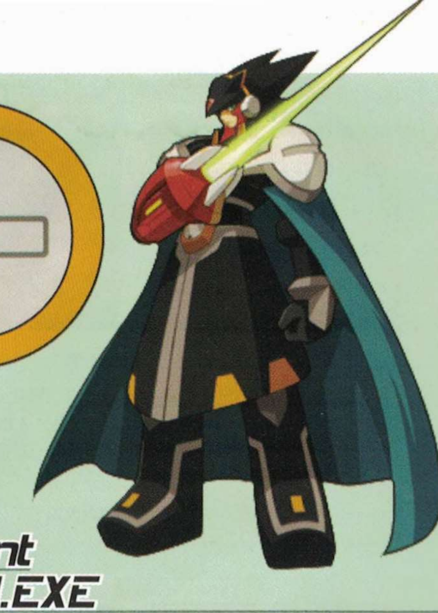
### Dark Edge/ Delta Ray Edge

| Version | Damage |
|---|---|
| 1 | - |
| Dark | 120 x2 |
| β | 70 x3 |
| Ω | 100 x3 |
| DS | Variable |



This is ProtoMan's most dangerous move. He leaps into your area to deliver three crushing sword swipes (the Dark ProtoMan version only slashes twice). However, he only uses this move once his HP runs low.





# Opponent Colonel.EXE

**Operator**

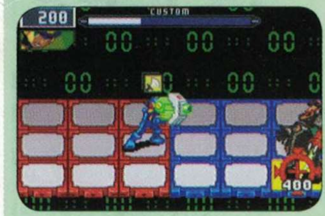
**Baryl**

**Element**

**Null**

| Version | HP |
|---|---|
| 1 | 400 |
| Dark | 1200 |
| β | 1800 |
| γ | 2000 |
| Ω | 500~1500 |

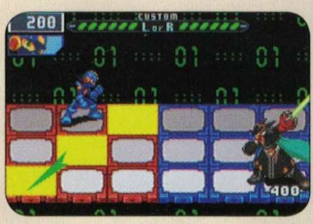
*Full Synchro Counterattack!*



This new Navi certainly seems to be holding back. But don't underestimate him, whatever you do. Colonel doesn't have to get in close to hit you with his Sword, so consider a more long-range strategy. MrkCan1 Chips are good general-purpose attacks, so a full complement of them is recommended. The GigCann1 Program Advance can end this fight with a single shot, but it's a hard PA to assemble! If you're desperate, Guard Chips deflect his moves, as well.

## Screen Divide

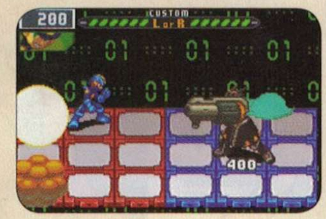
| Version | Damage |
|---|---|
| 1 | 20 |
| Dark | 120 |
| β | 140 |
| Ω | 200 |
| DS | Variable |



Executable from anywhere Colonel stands, this dangerous sword slash cuts through three Panels, one of which always targets the Panel MegaMan is standing on. There are two different patterns to watch for: three diagonal panels, or a V-pattern. Sidestep and counterattack.

## Colonel Cannon

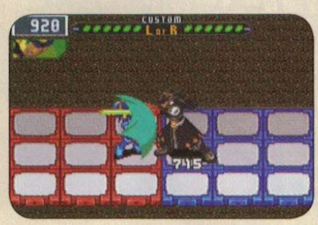
| Version | Damage |
|---|---|
| 1 | 20 |
| Dark | 160 |
| β | 180 |
| Ω | 240 |
| DS | Variable |



This gigantic cannon is more than just a simple forward blast like the Cannon Chips. If the shot doesn't hit you, the entire back column in your area also erupts in explosions! Thankfully, the blast is short-lived, but it does briefly give you less maneuvering room.

## Blind Rain Shower

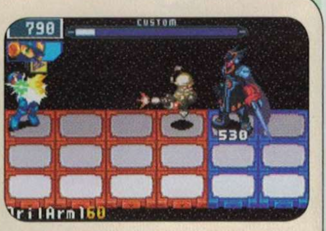
| Version | Damage |
|---|---|
| 1 | - |
| Dark | 4x40 |
| β | 4x60 |
| Ω | 4x75 |
| DS | Variable |



Watch out when Colonel tosses his mantle at you. If it connects, he leaps forward to deliver four powerful blows from which you cannot escape! Thankfully, he doesn't use this move too often, and fancy footwork can dodge it.

## Colonel Army (Rifle)

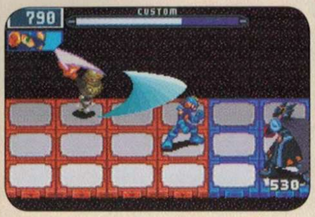
| Version | Damage |
|---|---|
| 1 | - |
| Dark | 3x30 |
| β | 3x40 |
| Ω | 3x50 |
| DS | Variable |



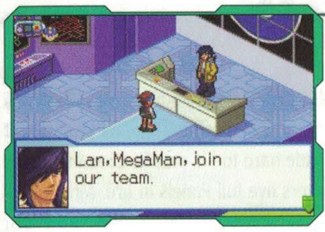
Colonel can drop RockCubes into your side of the field, but they do far more than reduce your running room. If you draw level with the Cube on its left side, it transforms into a drone-soldier that fires a Vulcan at you! This even applies to any RockCubes you put into play!

## Colonel Army (Sword)

| Version | Damage |
|---|---|
| 1 | - |
| Dark | 90 |
| β | 120 |
| Ω | 150 |
| DS | Variable |

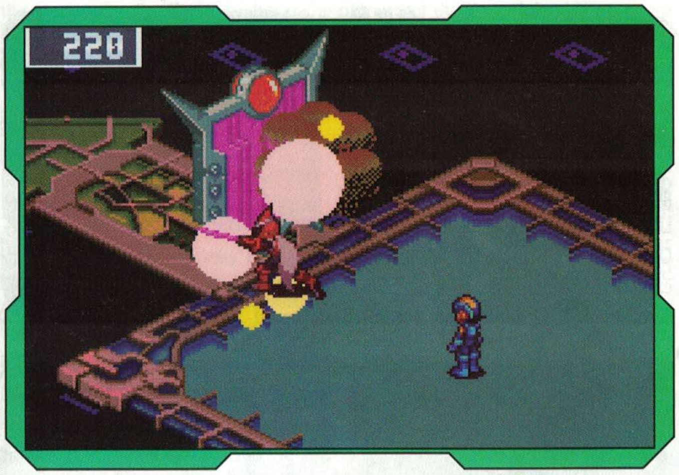


This works the same as the rifle-armed Colonel Army soldier, only this one appears if you end up to the right of a RockCube. It swings a LongSword at you, taking up two Panels. Since this is a sword-type attack, it does trigger the AntiSwrd Chip!



Lan, MegaMan, join our team.

Once you have control of Lan again, head right through the doorway to meet your opponent's Operator. As it turns out, this whole thing was a test of your skills, to make sure you're ready to join an elite team of NetBattlers to take on Nebula! Okay, right now it's an elite team of all of two members, but you've gotta start somewhere. For now, head home and hit the hay. You've got a busy day tomorrow!



The next morning, your destination is ACDC 2 and the creepy doorway you couldn't get through before; your new partner is waiting for you there. But before you tackle the door, spend some Zenny on another HPMemory (having 200+ HP is a good idea by this point), and get your Chips ready. This is a new style of battle coming up, requiring some adjustments to your play!

*You can't change your Folder during a Liberation Mission, so do it now before you start the fight! Since you'll be fighting in close quarters with mini-bosses that move quickly, lob-attack Chips like Quake1 aren't very effective, but Swords are back in style! MrkCan1 continues to be a prime attack. Also take into consideration your new partner's special attack Chip's Letter Code—ProtoMan's StepSwrd attack is a B-Code, while Colonel's C-Cannon is C-Coded. Plus, there's the boss' weakness to Elec attacks, of which you only have one kind of Chip! Consider adopting a three-Code Folder for now.*

# Liberation Mission #1

## Team ProtoMan

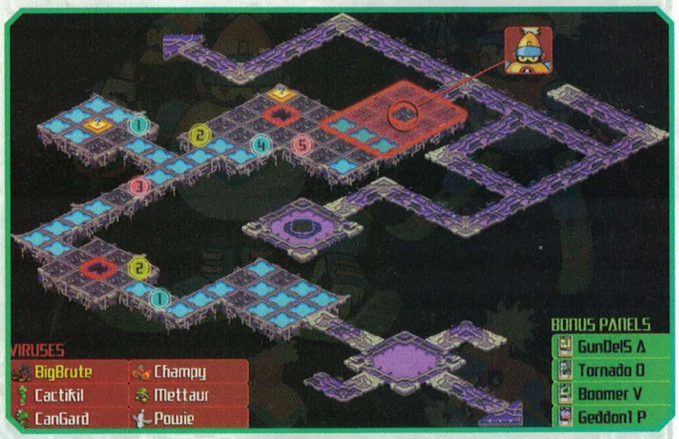
| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| MegaMan | Same | Same | None |
| ProtoMan | 200 | WideSword<br>(80 DMG) | StepSwrd B<br>(80 DMG) |

## Team Colonel

| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| MegaMan | Same | Same | None |
| Colonel | 200 | Screen Divide<br>(50 DMG) | C-Cannon C<br>(80 DMG) |

**Completion Prizes**

| Phases | Item |
|---|---|
| 5 or less | BlizManSP B |
| 6~7 | BlizMan B |
| 8 or more | 1000z |



VIRUSES
BigBrute
Cactikil
CanGard
Champy
Mettaur
Powie

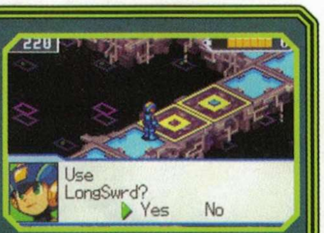
BONUS PANELS
GunDelS A
Tornado D
Boomer V
Geddon1 P

**Item Panels**

| Number | Item |
|---|---|
| 1 | 500z |
| 2 | 3 Order Points |
| 3 | Heart +100 HP |
| 4 | BusterUp * |
| 5 | Heart +30 HP |

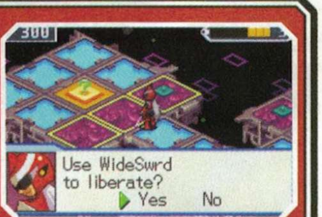
This is it, your first Liberation Mission against Nebula's Darkloid forces. You go through several of these throughout the game, so use this time to really practice the basic mechanics and techniques; approaching Panels from the optimum angle to get better field conditions, learning the best times to use your Order Points, switching around your teammates, and perfecting the multi-Panel-clearing 1-Turn Deletions. Your target number of Phases used is seven, but you can take more if needed. You'll only get Zenny as a prize instead of a Chip. (See Chapter 1.3 for the specifics on Liberation Mission rules.)

**MegaMan.EXE**
Command: LongSword


Use LongSwrd?
▶ Yes No

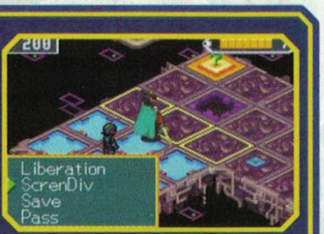
*MegaMan doesn't change for Liberate Missions; his HP, control and techniques are the same as usual. However, it's worth noting his Command move, the LongSword. This move clears out two Panels in front of MegaMan with a successful battle, giving you a little more room to work.*

**ProtoMan.EXE**
Command: WideSword
Charge Shot: WideSword
NaviChip: StepSword B

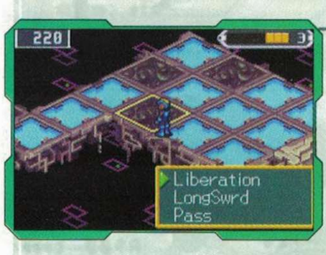

Use WideSwrd to liberate?
▶ Yes No

*ProtoMan adds some raw, up-close power to your Team. The ability to take out three Dark Panels in a row ahead of him is helpful, setting up his teammates for easier fights. But the pure power of his sword is where he really shines. The ability to leap into the enemy field with his NaviChip attack is an especially useful one. With a little practice, ProtoMan can easily pull off One-Turn Deletions. ProtoMan can also throw up a defensive shield by pressing ← **B**, which reflects enemy projectile attacks back as a 50-point shockwave.*

**Colonel.EXE**
Command: Screen Divide
Charge Shot: Cross Divide
NaviChip: C-Cannon C

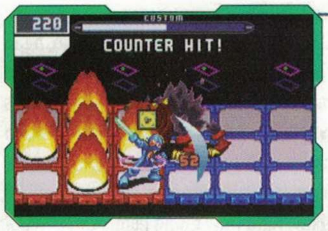


*On the map, Colonel has the same advantage as ProtoMan; the ability to wipe out three Dark Panels at once with his Screen Divide Command. But the similarities in his moves end there. In battle, his Cross Divide Charge Shot slices the third Panel ahead, as well as the diagonal Panels back-above and back-below. And his special Chip attack, the C-Cannon, acts as it does when you fought against him. Strike a single target to push it backwards, or let the blast hit the far end to cover the entire back column in explosions.*

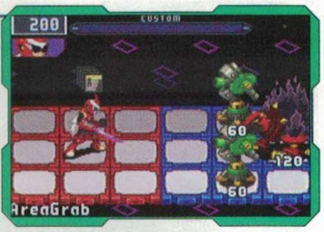


For the start of Phase One, have either MegaMan or your partner tackle the leftmost Dark Panel of the three ahead from below. This gives you four columns to move in rather than three, and severely restricts the enemy movement.

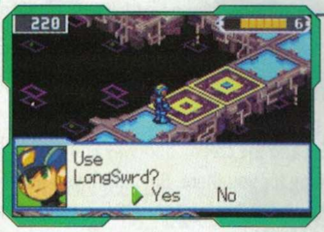
Now it's your partner's turn. Have them Liberate the single Panel in the thin path ahead, plus earn a nifty **500Z** once it's clear. Afterwards, it's the Darkloids' turn, but can't really do much, since they can't leave the corrupted Panels.



Now, take your Navi of choice and try to Liberate the Panel ahead that the large BigBrute Virus mini-boss occupies. This puppy warps around the field, making it a little hard to hit, plus its Crossfire attack covers five full Panels in fire. MrkCan1 is great for stunning the beast so you can drain its HP with follow-up attacks. Your partner is typically better-suited to handle mini-bosses thanks to more powerful charge moves, but with the right Chips and good timing either Navi can take it down with relative ease.

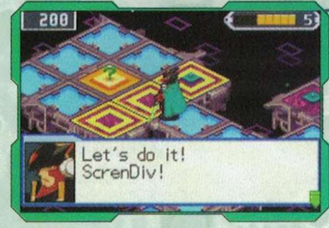


If you achieve a 1-Turn Deletion of the BigBrute, the Panels to the side of the creature are Liberated, as well! This also gets you the **three Order Points** in the rightmost Panel right away, and gives your other Navi a normal field for Liberating the Dark Hole Panel ahead. Otherwise, it's a pincer-move attack for them, and with a BigBrute in play that can cross to either side, look out. Once the Dark Hole is deleted, the Dark Panels surrounding it are wiped clean and you can proceed.


Use LongSwrd?
▶ Yes No

Now it's time to use the Order Points. Instead of wasting both your Navi's turns clearing out the two Panels here one at a time, MegaMan's LongSwrd Order can wipe them both out in a single battle! Plus, the Heart in the further Panel restores 100HP to MegaMan.

*You have a choice to make now. If you go for the Bonus Panel in the cul-de-sac to the left, it makes reaching and defeating BlizzardMan within five Phases more difficult, potentially preventing you from earning the BlizManSP B Chip from him, instead earning the slightly-weaker BlizMan B version. However, since you can replay Liberate Missions over and over once you've completed them the first time without penalties, you have plenty of opportunities to earn these Navi Chips! Good thing too, because beating the Mission in five Phases isn't easy; you can't make a single mistake to achieve it!*


Let's do it!
ScrenDiv!

If you want the Bonus Panel to the left, bring your Partner in and use their Order to guarantee the Liberation of all three Panels blocking your path, which also nets you the **500Z** in the rightmost Panel. (A 1-Turn Delete with a normal Liberation does the job as well, but the WideSwrd is safer.) MegaMan can then come in and grab the Bonus Panel, which roulettes between various outcomes. Opening a Bonus Panel doesn't waste a turn, thankfully.

Great Job!
1 turn liberation!

At this point, it's largely a matter of how confident you're feeling in your 1-Turn Delete skills (and if you spent a turn clearing the path to the Bonus Panel, and if you got a Major Hit from said Bonus Panel) that determines where and with whom you attack. If you can 1-turn Delete the first Panel directly in your path to the Dark Hole, it nets you the prizes in the Panels surrounding you, **three Order Points** and a **BusterUp * Chip**. Remember that any open Dark Holes generate a new mini-boss if there isn't one in the area during the Darkloid Phase! The deletion of the Dark Hole also opens up another Bonus Panel, and automatically deletes any BigBrute created from it.

Great Job!
1 turn liberation!

With the final Dark Hole erased, the path is now opened up to BlizzardMan. You have to use one of your Navis to clear some Panels to get to BlizzardMan proper; your partner's Command opens it up so MegaMan can get an even field area, but they're also better-suited to taking on the Boss Navi than Mega! If you're feeling confident in your 1-Turn skills, have Mega clear out the Panels ahead of the boss that way then sic your partner on BlizzardMan.

## Opponent BlizzardMan.EXE

**Element**

**Aqua**

| Version | HP |
|---|---|
| 1 | 400 |
| α | 1200 |
| β | 1600 |
| Ω | 2000 |

*Full Synchro Counterattack!*

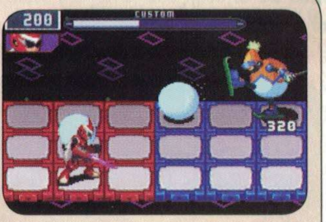
200
CUSTOM
400

BlizzardMan is weak against Elec attacks; unfortunately, at this point you only have one, the Thunder Chip. If you're playing *Team ProtoMan*, the B-Code version earned in ACDC Area 2 works great at setting BlizzardMan up for ProtoMan's StepSwrd attack, but most likely this doesn't work well with your Folder setup. Most of Blizzard's attacks can be rendered ineffective simply by putting holes in his field; if you have CrakOut Chips, they can really put a crimp in his day.

BlizzardMan isn't particularly tough, especially when using ProtoMan or Colonel, but the three-turn time limit is still in effect, making this fight a bit more difficult than most early boss battles in the series! Thankfully, if your second Team Navi hasn't taken their turn yet, you can send him in against BlizzardMan after the first go, and Blizzard will have the same HP as when the last fight ended! Be careful, though; if you don't defeat him before your Phase ends, he restores some of his HP, as well as hits all your Navis within the red area on the map for 40 points of damage!

### Snow Rolling

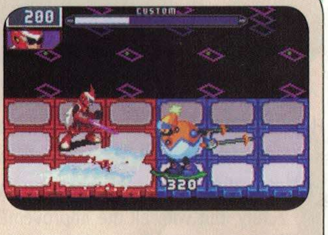
| Version | Damage |
|---|---|
| 1 | 20 |
| α | 100 |
| β | 160 |
| Ω | 200 |



BlizzardMan kicks two snowballs across two different rows. A simple attack that's fairly easy to sidestep normally, plus it can't cross holes. However, the snowballs do block attacks, which can cause wasted Chips, and that can make all the difference in the world in a Liberate fight.

### Blizzard Breath

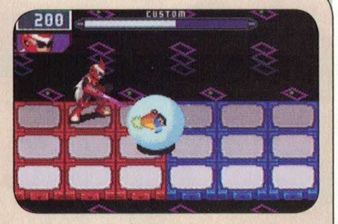
| Version | Damage |
|---|---|
| 1 | 20 |
| α | 100 |
| β | 160 |
| Ω | 200 |



BlizzardMan leaps into the leftmost Panel of his area, and attacks with a freezing blast that covers two Panels horizontally. Sidestep and counterattack with a wide-attack move.

### Rolling Slider

| Version | Damage |
|---|---|
| 1 | 30 |
| α | 120 |
| β | 240 |
| Ω | 300 |



Curling up into a large snowball, BlizzardMan rolls across the field. While this attack is pretty easily dodged, when he hits the far left side, he drops two piles of snow onto random Panels in your side of the field. These snowdrifts block shots and reduce your running room. They can be deleted with attacks, but it's better to either work around them or prevent them from forming at all by luring BlizzardMan into a hole instead.

You got a battle
chip for:
"BlizMan B"!!

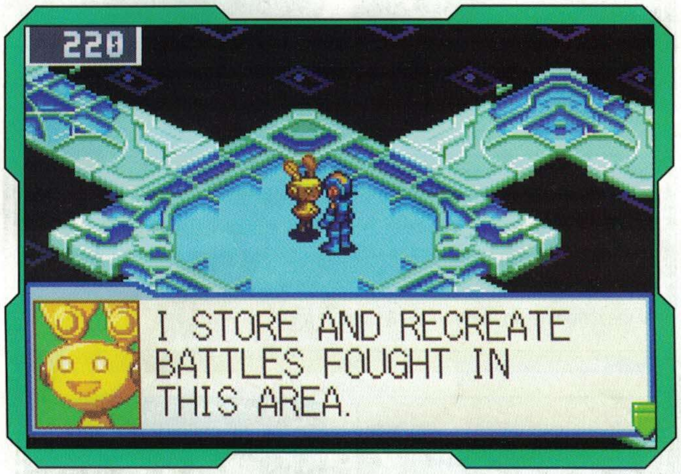
Now that BlizardMan's been melted down, ACDC 3 is clear and open for traffic. You're awarded a prize for the number of Phases you took to complete the mission, and then sent home. Enjoy your rest, you've earned it!

# Part 2:
# The Miserable Mine Mishaps

## Boss: ShadeMan.EXE

In order to take their minds off their missing Navis, the kids decide to take a trip to the deserted Oran Isle and play on the beach without having to think about technology. No phone, no lights, no motorcar. But while Lan's friends are getting ready for the trip, Lan has to go out on a patrol. Back to ACDC 3 to see how things are going over there!

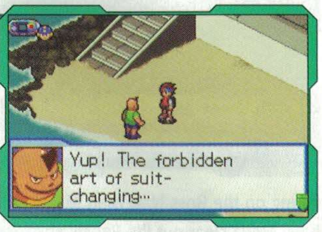
Sadly, Higsby's shop *still* isn't open, so all those spare Chips that are burning a hole in your pack will have to wait.



I STORE AND RECREATE BATTLES FOUGHT IN THIS AREA.

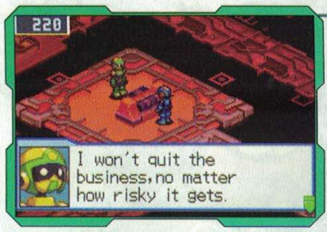
Head to ACDC Area 3 via Lan's computer. The golden Mr. Prog there is a storage device for Liberation Battle data. Talk to him, and you can replay the Mission that took place there as many times as you like, giving you the chance to earn more Chips and Zenny, but with all the improvements you've made to MegaMan since then! Head all the way to the end of ACDC 3 and chat with the Mr. Prog there to get your progress report. One call to your team leader later, and it's time to hit the beach! Once you're out of the net, you get a new e-mail from Dex, giving you the **DexCode** that opens up the security cube protecting his page on ACDC 2! Go meet your friends at the Metroline station.

*Before you meet your friends for the trip, consider talking to the golden Mr. Prog and replaying the last Liberation Mission several times to build up more Chips and Zenny. Ideally, you should make enough money to buy the last HPMemory from the ACDC 2 NetDealer, and maybe a few choice C and E-Coded Chips if you're playing Team Colonel.*



Yup! The forbidden art of suit-changing…

Once on Oran Isle, go meet Dex on the beach to learn a bit more than anyone ever needs to about Dex's garments and frolicking on the beach. After that, it's time to get something to eat–or so you think. Lan gets an email from his commander to scout out Oran Area 3 on the net. The only device that allows you to Jack In is the speaker to the north, so go to it!

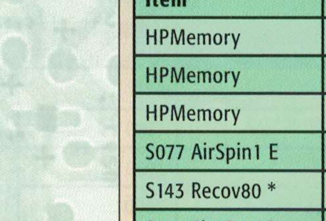


I won't quit the business, no matter how risky it gets.

The Oran net is all red and creepy, and the Navis are hiding. Do a little exploring in Oran 1 to grab a **Quake1 A Chip**, and a **Snake M Chip** inside a locked Mystery Data. Make your way to the east and up the ramp, and stop by the NetDealer (but save yourself 1000z for later)! The Viruses here are a bit tougher, plus the Grass Panels in the field double the effect of the Champys' fire-based attacks!

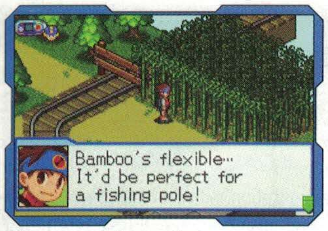
### Oran Area 1 NetDealer

| Item | Cost | Stock |
|---|---|---|
| HPMemory | 2500z | 1 |
| HPMemory | 6000z | 1 |
| HPMemory | 10000z | 1 |
| S077 AirSpin1 E | 3400z | ∞ |
| S143 Recov80 * | 7800z | ∞ |
| S112 CircGun C | 8200z | ∞ |
| S119 Mine P | 9900z | ∞ |
| M005 Guardian O | 10500z | 1 |

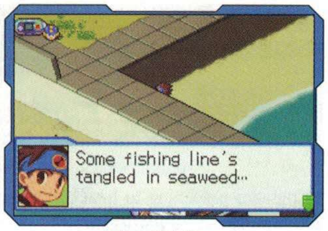


What firepower! We can't get through that.

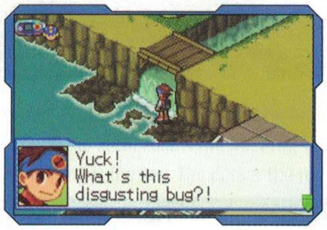
Your partner meets up with you on the eastern side of the upper level, but some very large, nasty cannons are blocking the path. There's no way through them, so you're forced to Jack Out and rethink your strategy. With nothing else to do, it's time for a little fishing. Back on Oran Isle, seek out your fishing supplies!


Bamboo's flexible…
It'd be perfect for
a fishing pole!

**Bamboo**


Some fishing line's
tangled in seaweed…

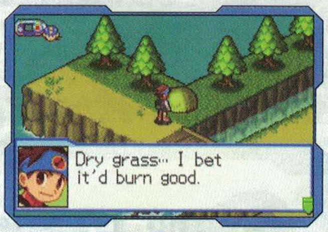
**FishLine**


Yuck!
What's this
disgusting bug?!

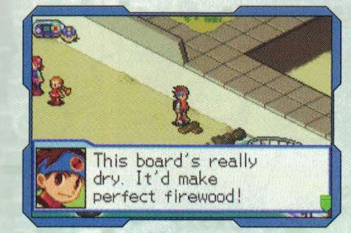
**Worm**

With your fishing materials ready, talk to Dex to get the fishing competition started. You need a prime spot to fish, so head to the far west side of the island over the small bridge. One miserable failure later, and it's Lan's job to find some firewood to cook all of Dex's fish. Find the goods and return to your friends.

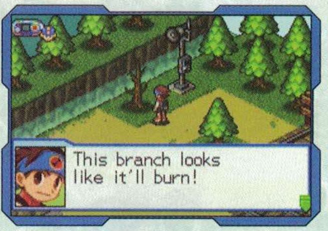
I've got five
already!


Dry grass… I bet
it'd burn good.

**DryGrass**

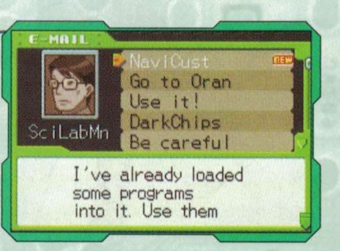

This board's really
dry. It'd make
perfect firewood!

**Board**


This branch looks
like it'll burn!

**Branch**

After dinner, check your email. There's a super-cool message you *need* to read, as it contains the **Navi Customizer** Program for your PET! This popular item lets you alter MegaMan's abilities at any time using Program Blocks found on the net or purchased in shops. MegaMan opens up the tutorial for the Customizer right away; install the Programs **UnderSht**, **Attack+1**, and **Speed+1** included in the mail ASAP. You also get an un-alterable **BnusFldr** to use if you feel like it, but chances are the one you already have is better anyway. (See Chapter 3.6 for an in-depth explanation of the Navi Customizer.)



I've already loaded
some programs
into it. Use them

With the Customizer running, head north to see that the barricade has been cleared, and catch up with your friends outside the Old Mine. The Dex Exploration Team finds a sinkhole right away. Better help them out! First things first, head south and check out the tipped-over cart to get a **RegUp1** Upgrade.

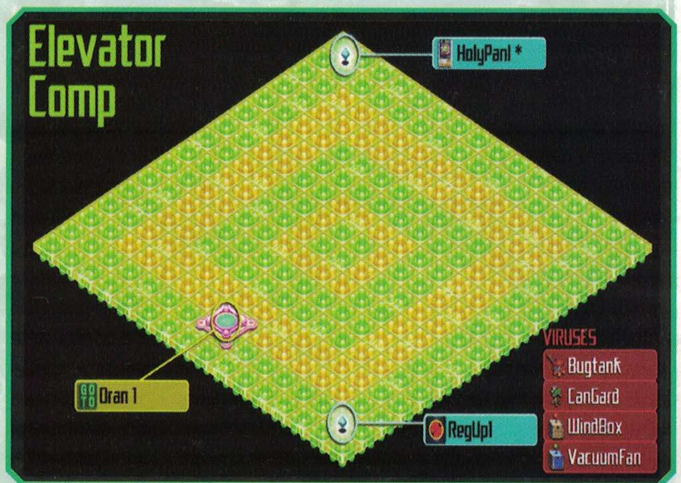
Lan got a
PowerUp Program:
"RegUP1"!!!

Let's see if we can
find the key data
for it around here.

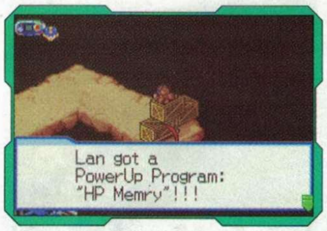
Enter the Mine on the ground floor. Ignore the ramp, and head to the back instead. Use the old elevator there to go up to section 2 of the Mine. There's a locked door right ahead. Luckily, it's electronic. Unluckily, it requires a piece of Key Data to open! Head back down the elevator, *then* take the ramp up and back to the outside. There's another speaker on a pole there, and it's Net-connected!

Would 1000 Zennys
seem like a fair
price?

This speaker puts you in a tiny, isolated part of the Oran Net, but it has an older Navi here who has the **MineKey** data you need. However, he wants 1000z for it. Fork it over if you've got it. If not, Jack Out and return to the Oran Net through the speaker on the beach in order to claim Zenny from Green Mystery Data packets for quicker fundraising. You may also now enter Oran 2 if you like, there's a **Vulcan2 C Chip** there to be had. You can also visit the ElevatorComp, which has some really nice goodies for you!



*If you've linked up your copy of MegaMan Battle Net 5 with Konami's Boktai 2: Solar Boy Django via the Game Boy Advance Link and played a Crossover Battle, there's a Zoktai Trader waiting for you in Oran 2, as well. Here you can use points earned in the Crossover Battle to get various bat- and light-themed Chips, including Boktai star Django's signature weapon, the GunDelSol! There are even two Chips you can't get anywhere else by spending the maximum of 50 points!*

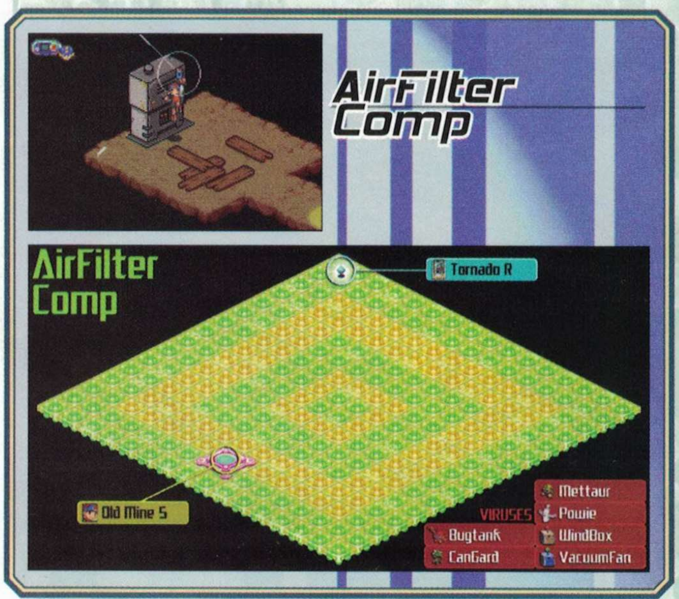


Lan got a
PowerUp Program:
"HP Memry"!!!

With the digital MineKey in your possession, return to the locked doorway to open 'er up. Easy as pie! Slip to the side passage and check out the crates there to pick up a tasty **HPMemory** for Mega! Keep along the path into OldMine 3, and head west up the ramp to find another locked door. The MineKey opens this one as well, but it's not as easy as the last one; there are Viruses lurking inside!

## Battle 1: ChampyEX x2, Mettaur

Keep heading along the path up the mountain; it's not a very complex maze at all. There's another locked doorway in the eastern portion of OldMine 4, and yes, it has Viruses inside. The field also has some rocks in there, so have something to get around them.

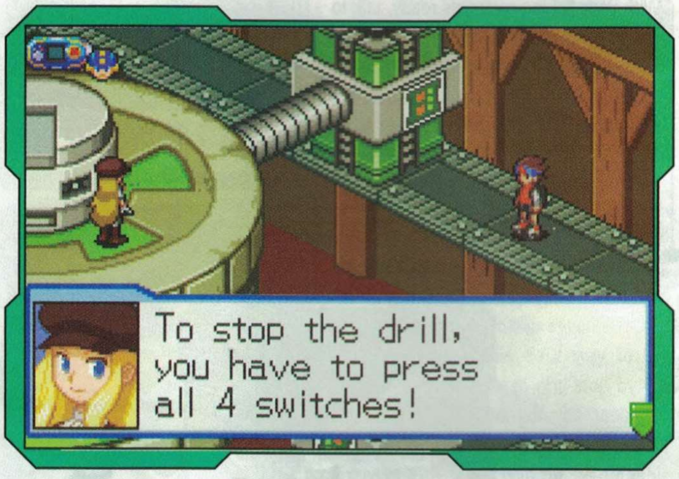


## Battle 2: Cactikil x2, Mettaur

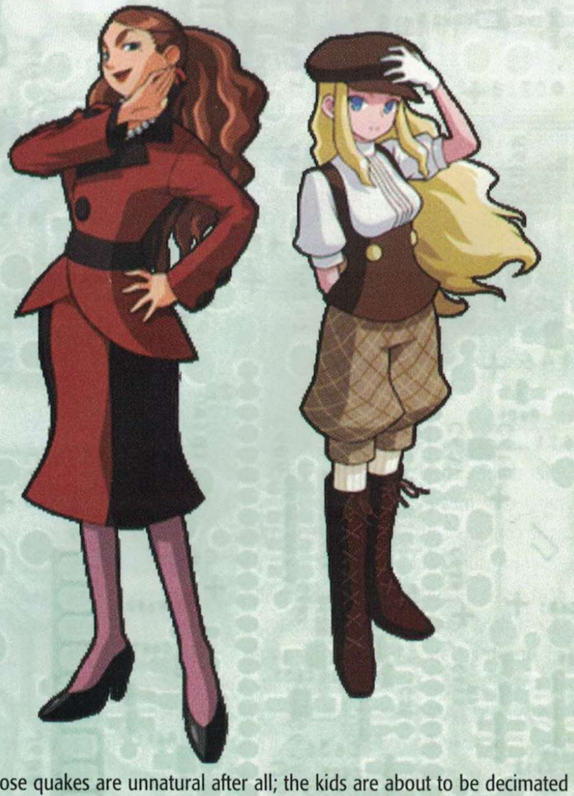
Things are beginning to heat up, and communication with Dex has been cut off. Despite this, take a quick side-trip once you get outside, entering the very next door into OldMine 5.

After your side-trip, head up the outside ramp all the way to the very top mine entrance. Yep, there's one more Virus-infested doorway there. Take 'em down to open 'er up.

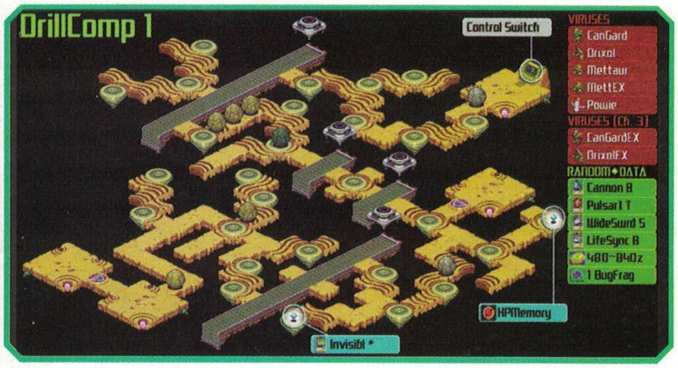
## Battle 3: Bugtank x2, WindBox



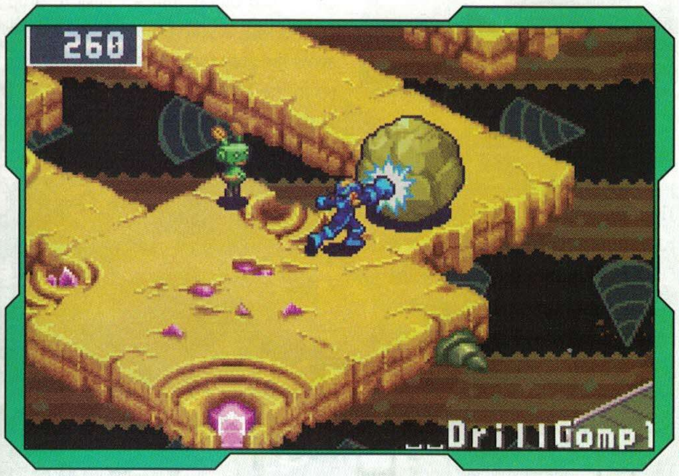
To stop the drill,
you have to press
all 4 switches!



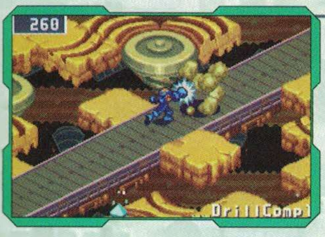
Looks like those quakes are unnatural after all; the kids are about to be decimated by a giant drill! The drill's Operator is just below; take the elevator down and through the doorway ahead. After some words with the Operator, there's nothing to do but Jack In to the drill's control boxes and shut them down one by one!


DrillComp 1
Control Switch
VIRUSES
CanGard
Drixol
Mettaur
MettEX
Powie
VIRUSES (Ch. 3)
CanGardEX
DrixolEX
RANDOM◆DATA
Cannon B
Pulsar1 T
WideSwrd S
LifeSync B
480~840z
1 BugFrag
HPMemory
Invisibl *

Talk to the Mr. Prog inside the Drill Comp right away; he hands you the **DrilProg** you need to proceed through the area. Follow the Mr. Prog's directions on smashing the rocks—quick button-mashing is the key. The darker the rock, the harder it is, and the more punches it takes to smash!

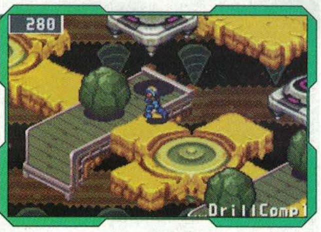

260
DrillComp1

| Rock-Breaking | |
|---|---|
| **Rock Type** | **# of Punches** |
| Light (cracked) | 1 |
| Light | 3 |
| Medium (cracked) | 2 |
| Medium | 5 |
| Dark (cracked) | 3 |
| Dark | 10 |

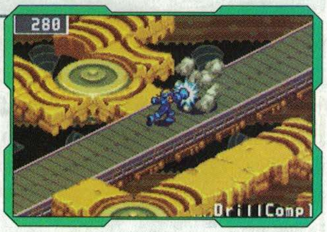

260
DrillComp1

It's not too long before you have to negotiate a conveyor belt. Run to gain any headway on the belt, and watch for the rocks that are dropped onto it. You have to smash your way through them, or else you get dropped off the edge and plunked back a bit, forcing you to retrace your steps. Use the platforms on the sides to avoid harder rocks. Be sure to grab the **Invisibl * Chip** just beyond the first conveyor, and consider putting it into your active Folder immediately to avoid damage! You should have enough memory to make it your Regular Chip.

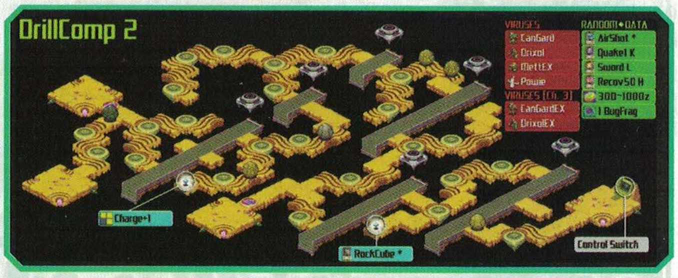
*Consider spending a little time here to build up a full complement of four WideSwrd S Chips, which can be found in Green Mystery Data Packets. These can prove valuable in a little while!*


280
DrillComp1

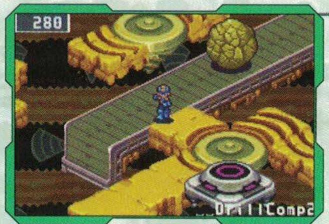
Snag the **HPMemory** to the north on the way to the next set of conveyors. These drop the hardest style of rock there is onto short conveyors, so don't even try to break them. Instead, dash through the gaps quickly. Start as far north as possible just to give yourself that extra inch of running room.


280
DrillComp1

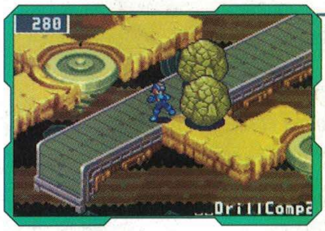
One more conveyor belt to negotiate, and this time there are darker rocks to smash. Be quick on the button to make it through! Once you're past it, it's a pretty straight shot to the control switch; hit it to stop this one portion of the drill and gain access to the next control box.


DrillComp 2
VIRUSES
CanGard
Drixol
MettEX
Powie
VIRUSES (Ch. 3)
CanGardEX
DrixolEX
RANDOM◆DATA
AirShot *
Quake1 K
Sword L
Recov50 H
300~1000z
1 BugFrag
Charge+1
RockCube *
Control Switch

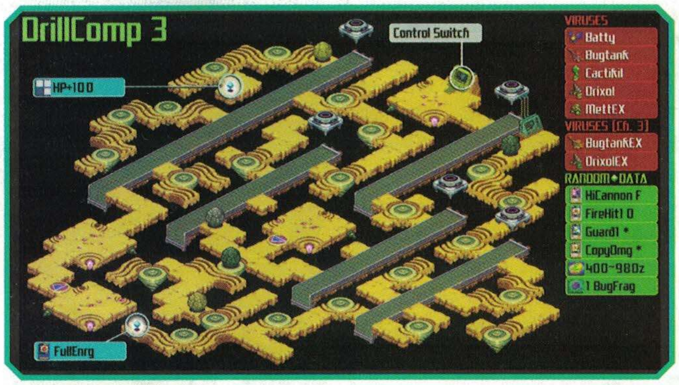
Jack In to the second control box and get moving! There's not a lot different at the first portion of the system. After the first conveyor, be sure to head south through the lower boulder to grab a **Charge+1 Yellow Program** for the Customizer—and plug it in right away! Once you've got it, head north and cross over the two small conveyors between the gaps in the boulders.

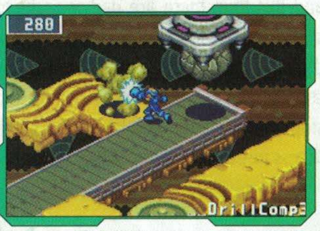

280
DrillComp2

Ride the long conveyor southward; thankfully you don't have to run against it to get where you're going. The next one you have to run against, and there's no side-platforms to step off of! So have that rock-smashing button ready to go! Thankfully, the rocks are all cracked, so they don't take as many hits to smash open. Be sure to grab the **RockCube * Chip** just past the conveyor.

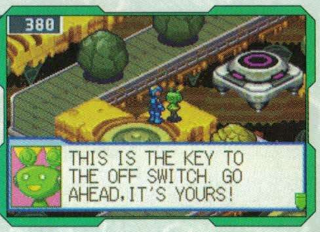

280
DrillComp2

The last conveyor is another one you ride down, but there's a twist. The only way off it is through a rock! Watch the timing, and get on *immediately* behind a rock to give yourself the most amount of time, and punch the rock as you go past. Luckily for you, the rocks on the conveyor only take one hit to smash, so take your time. The one blocking your path takes three hits, but if you press down-right and mash the button early, you can clear it away in one pass, letting you at the second control panel.


DrillComp 3
Control Switch
HP+100
FullEnrg
VIRUSES
Batty
Bugtank
Cactikil
Drixol
MettEX
VIRUSES (Ch. 3)
BugtankEX
DrixolEX
RANDOM◆DATA
HiCannon F
FireHit1 O
Guard1 *
CopyDmg *
400-980z
1 BugFrag

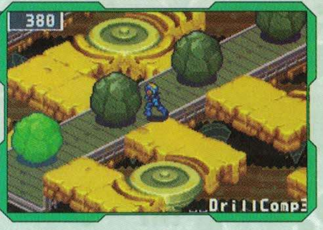

280
DrillComp3

Things get even tougher in the third control box, especially with the addition of Batty viruses. The first conveyor belt is a long one—good thing you have a lot of side-steps to employ. Although your objective is the second passage to the right, you really should try to break the boulder blocking the final passage to the left. There's a valuable **HP+100 White Program** in the Blue Mystery Data! Thankfully, all the rocks on this conveyor are pre-cracked, but some are dark and take three punches to clear. Add in your new prize right away; 100 extra Hit Points is nothing to sneeze at! Jack Out immediately to bring Mega's HP to max, then back in to get moving!

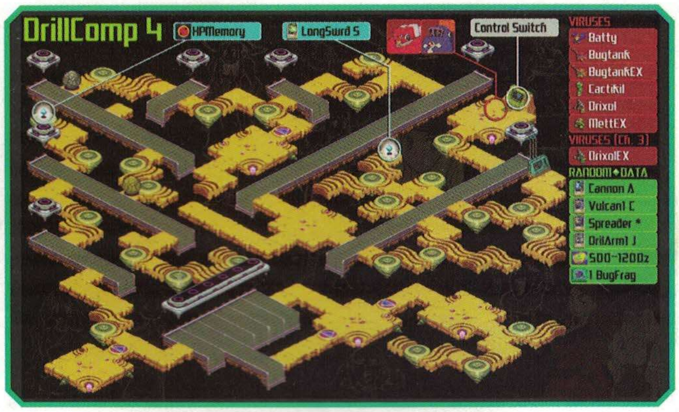


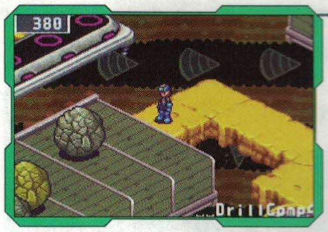
THIS IS THE KEY TO
THE OFF SWITCH. GO
AHEAD, IT'S YOURS!

The second conveyor belt has a rock blocking off its exit, as well. Fortunately, the rocks on the conveyor are one-hit rocks, so this one shouldn't be too hard to clear. Once you're off, skip the dark-colored rock south and head up the next conveyor, making your way to the Mr. Prog on the other end. He gives you the StopKey you need to slow down the flow of rocks on the conveyor ahead, which lets you reach the switch. Time to backtrack!

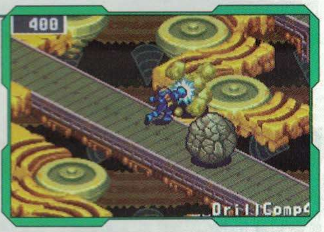

380
DrillComp3

Make your way back, clearing out the rocks and snaring the **FullEnrg SubChip** south. The next conveyor is a doozy; you need to zigzag your way between the gaps in the rock flow to reach the control panel north. Once you've slowed the rock flow, make your way back up to the now-clear conveyor and hit the switch. You're going to have to do this again later, so be ready!


DrillComp 4
HPMemory
LongSwrd S
Control Switch
VIRUSES
Batty
Bugtank
BugtankEX
Cactikil
Drixol
MettEX
VIRUSES (Ch. 3)
DrixolEX
RANDOM◆DATA
Cannon A
Vulcan1 C
Spreader *
DrilArm1 J
500-1200z
1 BugFrag

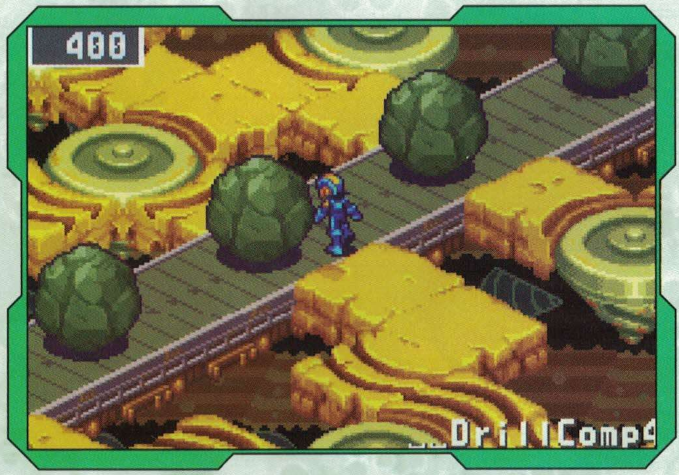

380
DrillComp4

The last control box is up next. Right away, you have to deal with multiple rocks along a string of conveyors. They're all cracked blocks, but it's easy to drop off the side if you're not careful. Try to avoid the gray rocks—you're likely to end up in the abyss unless you're super-fast on the button.


400
DrillComp4

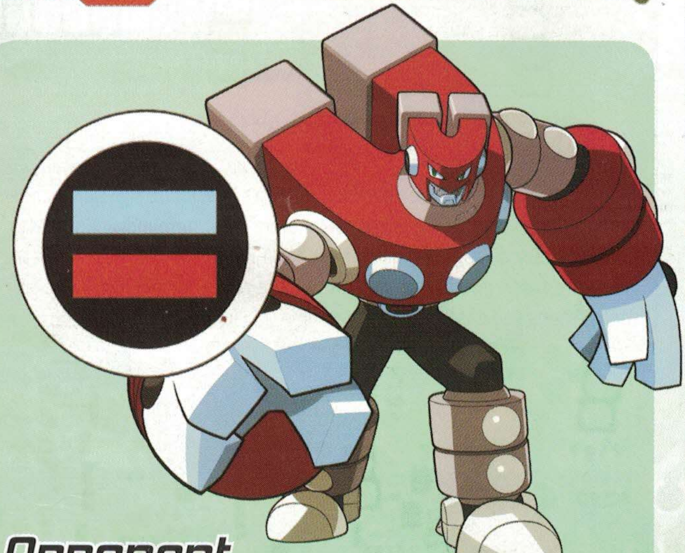
The next conveyor has cracked dark rocks, but they're pretty well spaced out. Once you're past it, cross over the next conveyor to the immediate left; there's an **HPMemory** waiting for you. Grab it, then step onto the conveyor and proceed north. The way to the switch is blocked by a rock, so hit it while moving on the conveyor to pass. All it takes is one blow.

The next few conveyors are fairly simple; one with a medium-cracked rock blocking the exit at the very end, and two small ones requiring you to slip through the gaps in the rocks rather than break them. Next up is a long one with few rocks that you can ride easily to your southern destination.


400
DrillComp4

The final conveyor is much like the one from the previous system. Weave through the gaps in the rocks in order to reach the control panel ahead, making sure to grab the **LongSwrd S** Chip on the way. Use the StopKey there to stop the flow of rocks, and open up the path to the Navi who's the cause of all this. Make sure your HP is at its max and you've got your Chips of choice ready!

*The LongSwrd S Chip here can really make your upcoming fight a lot easier! Sword S, WideSwrd S, and LongSwrd S combine to form the mighty LifeSwrd Program Advance, which does 400 points of damage to two entire columns! Combine that with an AreaGrab and you've guaranteed the damage is delivered. While it's not enough to destroy whichever boss you face in one attack, it does leave them very weak! The Invisibl * Chip you recently picked up can also be of great help.*



## Opponent MagnetMan.EXE

**Operator**

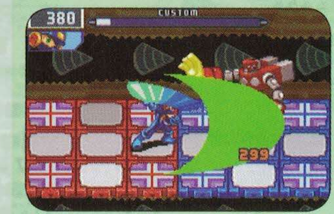
**Tesla**

**Element**

**Elec**

| Version | HP |
|---|---|
| 1 | 500 |
| α | 800 |
| β | 1800 |
| Ω | 2000 |
| DS | 800 ~ 1800 |

**Full Synchro Counterattack!**

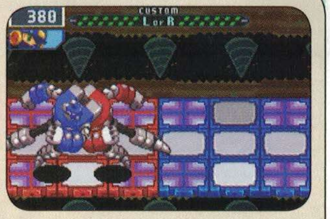


As an Elec-style Navi, MagnetMan is weak against Wood attacks. Boy, it'd be nice if you had some of those, eh? Well, you face him again later on, so next time have some Wood attacks ready. Until then, you must handle him without exploiting his Element weakness. The Magnet Panels he calls into the field hurl you off them quickly, so while you can step on them to avoid an attack, they may very well hurl you right into another. Just remember that in the corners like this, they throw you off in the direction you didn't enter the Panel from. Use this knowledge to become a better dodger!

To make things even worse, he can create a Magnet Field into the Panel MegaMan's standing on to hold him in place for other attacks! Rock the control pad madly to break free if you get caught. Once again, the MrkCan Chips can prove valuable, while the LifeSwrd Program Advance can bring his HP down super-fast. Use the HolyPanl * Chip from the ElevatorComp to remove one of the Magnet Panels and give yourself a little more breathing room!

### North-South Tackle

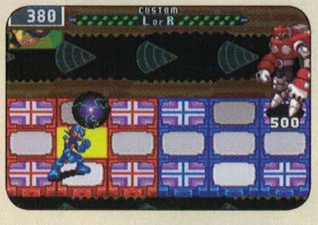
| Version | Damage |
|---|---|
| 1 | 40 |
| α | 80 |
| β | 200 |
| Ω | 300 |
| DS | Variable |



This is MagnetMan's signature move, but he only pulls this out once his HP dips low. Keep an eye out on the back column for a blue version of MagnetMan. As soon as it appears, both of him scream across the row in an attempt to smash you between them. Sidestep quickly!

### MagBall

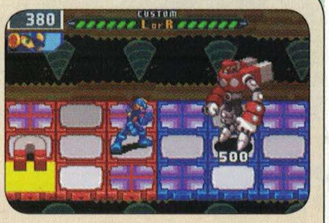
| Version | Damage |
|---|---|
| 1 | 20 |
| α | 60 |
| β | 120 |
| Ω | 200 |
| DS | Variable |



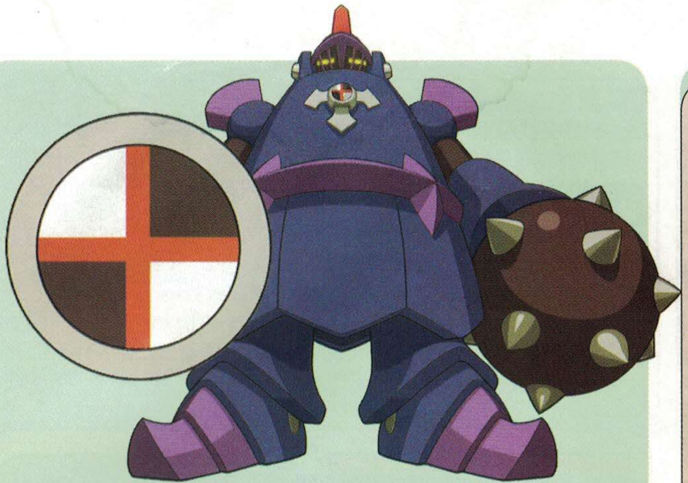
This is a very slow-moving projectile, but it also moves to track MegaMan as it slides forward. If it comes in contact with Mega, he's stunned and left open for another attack. It takes some fancy footwork to get past it!

### MagMisile

| Version | Damage |
|---|---|
| 1 | 20 |
| α | 60 |
| β | 120 |
| Ω | 200 |
| DS | Variable |



The MagMissile is a pretty quick projectile attack that goes across the row. Steer well clear of it, as it can turn once to attack vertically, as well.



## Opponent KnightMan.EXE

**Operator**

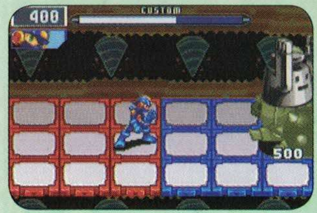
Pride

**Element**

Null

| Version | HP |
|---|---|
| 1 | 600 |
| α | 900 |
| β | 1600 |
| Ω | 1800 |
| DS | 600 ~ 1600 |

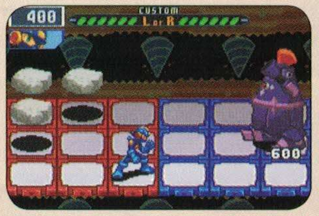
*Full Synchro Counterattack!*



KnightMan is big and slow, making him an easy target. However, he gets around this with his IronBody defense; as long as he's gray, he takes no damage at all from most attacks. Only Break-style Chips like Quake and DrilArm can crush this defense and deliver full damage. He drops his guard to attack, giving you a window to counterattack with anything you've got. The LifeSwrd Program Advance can really help. Be careful, though, as when he leaps forward, he cracks Panels on your side of the field, which can reduce your running room quickly. Don't give him the chance! Remember that he effectively has Super Armor, meaning you can't shock him out of his attacks!

### Block 'n' Wall

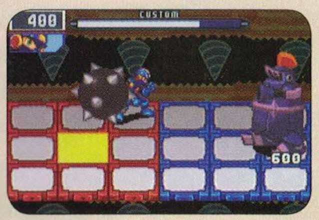
| Version | Damage |
|---|---|
| 1 | 20 |
| α | 60 |
| β | 120 |
| Ω | 200 |
| DS | Variable |



When KnightMan launches his mace-ball high into the air, watch for the shadows. Several pieces of rubble fall from the sky. Keep moving as several waves of debris fall. KnightMan usually follows this up quickly with the Kingdom Crusher, while the rubble is still in the air.

### Kingdom Crusher

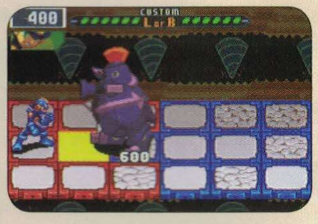
| Version | Damage |
|---|---|
| 1 | 20 |
| α | 60 |
| β | 120 |
| Ω | 200 |
| DS | Variable |



In this very simple move, KnightMan fires his spiked mace across the row. It's a slow attack, giving you ample time to sidestep and counterattack. However, it's not so easy to dodge if he's been removing your Panels.

### Royal Wrecking Ball

| Version | Damage |
|---|---|
| 1 | 40 |
| α | 80 |
| β | 200 |
| Ω | 300 |
| DS | Variable |



Once KnightMan reaches the leftmost column, it's time for his signature move—the Royal Wrecking Ball! This move covers every Panel surrounding KnightMan, inflicting heavy damage. To make things even more paiwnful, he also uses a PanlGrab Chip to give himself that much more room to invade your personal space, leaving you only the rearmost column safe from this attack.

KnightMan!

With the Navi shocked back to normal, the drill is stopped and your friends are saved. But they're still trapped behind an electronically-locked door. Proceed through the doorway ahead and take the elevator down. Outside the door, MegaMan is automatically Jacked In to the control lock. There aren't any items within, only the door lock control in the center—aside from random encounters with Bugtanks, Cactikils, CanGards, and Mettaurs—so be quick about it. The Navi you just fought comes in to protect you from the security system, which gives Lan an idea of how to get past the gun batteries in Oran 1!

Once you're outside, make your way to the speaker post at the beach, then Jack In and make your way to the guns. Be sure to spend some Zenny on another HPMemory at the NetDealer! Have your new partner get past the heavy artillery and get ready for a new Liberation Mission!

# Liberation Mission #2

## Team ProtoMan

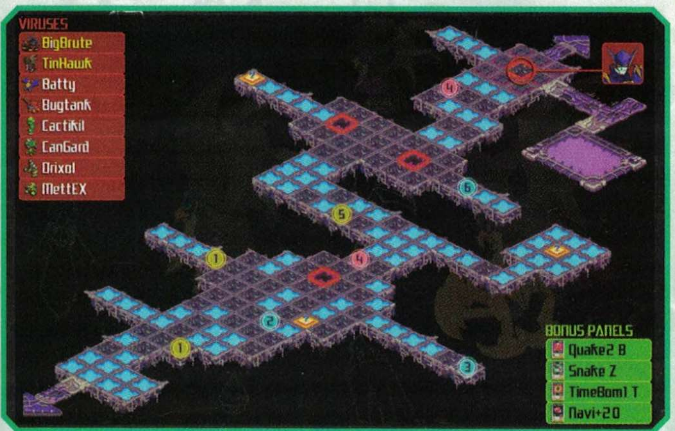
| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| MegaMan | Same | Same | None |
| ProtoMan | 300 | WideSword (60 DMG) | StepSwrd B (80 DMG) |
| MagnetMan | 400 | MagMissile (40 DMG) | NSTackle M (80 DMG) |

## Team Colonel

| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| MegaMan | Same | Same | None |
| Colonel | 300 | Screen Divide (50 DMG) | C-Cannon C (80 DMG) |
| KnightMan | 400 | R.W.B. (80 DMG) | KCrusher K (80 DMG) |

**Completion Prizes**

| Phases | Item |
|---|---|
| 7 or less | ShadeMnSP S |
| 8~9 | ShadeMan S |
| 10 or more | 2000z |



**Item Panels**

| Number | Item |
|---|---|
| 1 | Order Point x2 |
| 2 | HiCannon D |
| 3 | AirHoc R |
| 4 | Heart (+200) |
| 5 | Order Point x3 |
| 6 | 2000z |

### MagnetMan.EXE

Command: Magnet Barrier
Charge Shot: MagMissile
NaviChip: NSTackle N

*Defense is MagnetMan's game. Rather than using Order Points to clear out more Panels, he uses them to shield your entire Team from attacks during the Darkloid Phase. This isn't always necessary, though, and MagnetMan can hold his own in battle. He effectively has Super Armor and AirShoes programs installed, meaning he doesn't flinch when hit and can cross cracked Panels and Holes as if they were normal Panels. Nor is he affected by Magnet Panels. His Charge Shot is good for hitting hiding foes, and the NS Tackle just hurts. Be careful, though, as he takes double damage from Wood-based Viruses like the Cactikil!*

### KnightMan.EXE

Command: N/A
Charge Shot: Royal Wrecking Ball
NaviChip: KCrusher K

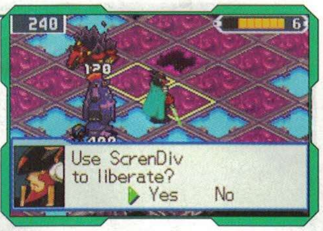
*Unique among the Team Navis, KnightMan has no Order Point Command move. On the other hand, he has the unique advantage of being able to withstand any attack during the Darkloids' Phase without taking damage, and automatically defend any nearby Navi who's attacked during that Phase, as well! In battle, KnightMan is slow to move, but he packs quite a punch. His Charge Shot attack has very little range, but great power—enough to smash trough obstacles—and is good for dealing with pincer-move battles, especially in combination with an AreaGrab. The Kingdom Crusher NaviChip is a vicious projectile that passes through just about anything! He doesn't flinch when hit either, so he can't be knocked out of his attacks!*

Liberation Pass

Order Points are always at a premium, especially if you're playing *Team ProtoMan*, since Magnet's defenses eat up a point. You *could* always just take the HP hit if you're feeling brave, though. ShadeMan can only strike Navis who are adjacent to Dark Panels, though, so don't spend the point if you've been racking up the 1-Turn Liberations! If you're playing *Team Colonel*, Start off by having Mega LongSword a path to the first Item Panel, then have your Leader Navi clear it to claim the Points! Move your Defense Navi up to have them ready to stop the incoming attack during the Darkloid Phase!

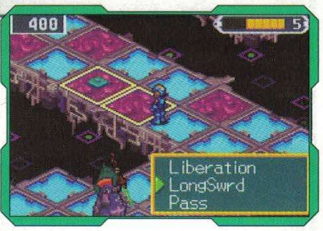
The TinHawk Viruses are very dangerous foes. Even though they have less HP than the BigBrutes, they can leap to any Dark Panel up to three spaces away and attack any Navi within that range during the Darkloid Phase! They're hard to hit in battle, as they're only really vulnerable when swooping down to attack. Try to take this flying fiend out in the second or third Phase. If you're careful, you can even get around it and avoid a confrontation altogether, but it might cost you a nearby Navi 20 HP. Considering what it can take off in battle, that's not a bad tradeoff.

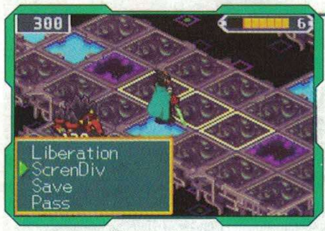
When tackling the first Dark Hole, try to avoid fighting the BigBrute sub-boss. Lure him away, or simply have two of your Navis clear a path around it to let the third at the Dark Hole.



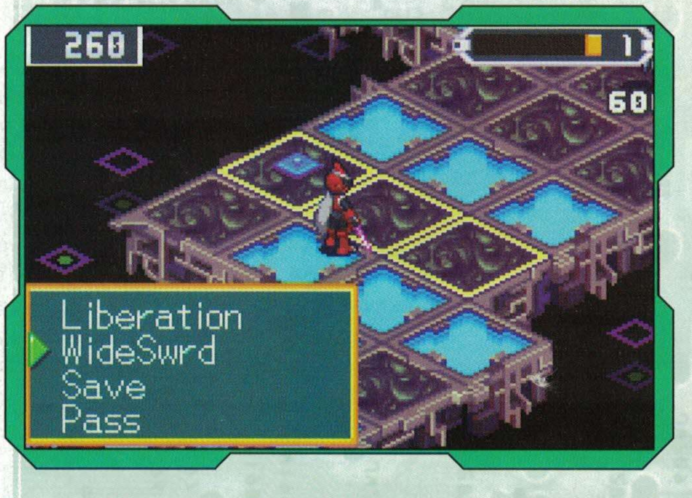
Use ScrenDiv to liberate?

Once you've cleared out the first Dark Hole, have your Leader Navi tackle the Item Panel blocking the path ahead, as you need MegaMan's Longsword just a bit later to hit the next Item Panel and its **three Order Points**. Upon reaching this point, you have another choice to make. There's a Bonus Panel to the right, but getting to it through the single Dark Panel eats up one of your Navi's turns. Doing so makes getting the ShadeManSP Chip for a super-fast completion near-impossible! Of course, right now that shouldn't be a major concern; come back and try the minimal-Phase completion later with a much more powerful MegaMan.





Now you have two Dark Holes quite close to each other, and they're going to spawn some sub-bosses for you to play with. The 1-Turn Liberation is your best friend here. Have MegaMan LongSword the two Panels to the right of the BigBrute, and send your Leader in to take out the three Panels between the two Dark Holes. This gives you a clear path to both, although the field conditions won't be prime. Your Defense Navi can then take out one Dark Hole if you're so inclined. Take out the right one first. This way, when you go take out the left Hole in the next Phase, you have a clear shot to the Bonus Panel with the far left. If you gain a Major Hit from that Panel, the damage is delivered to ShadeMan rather than a sub-boss!



The last Item Panel on the path to ShadeMan has a Heart in it to restore HP to the Navi that Liberates it. Your Leader can do it with their Command, but the other two must perform a 1-Turn Liberation to get it within the same turn as the destruction of the last Dark Panel. Either way, it's a good idea to make sure those Panels are clear so you have an even field of attack when clearing the Panels in front of ShadeMan.

Now that you're at this point, in *Team Colonel*, have Colonel S-Divide the row to give KnightMan and MegaMan an even field against the Darkloid. In *Team ProtoMan*, it's not so easy, as Proto is your best bet against Shade. If you're confident in your 1-Turn Deletion skills, have MegaMan take out the Panels. The Leader and Defense Navis are generally better at handling a boss anyway.

## Opponent ShadeMan.EXE

**Element**

■

**Null**

| Version | HP |
|---|---|
| 1 | 600 |
| α | 1000 |
| β | 1200 |
| γ | 1500 |

*Full Synchro Counterattack!*

400
CUSTOM
600
Quake1 100

Why won't he stay deleted? Oh well, at least you can wipe the smirk off his fanged face again. You're better off sending ProtoMan and KnightMan after ShadeMan, as Shade likes to get in close and personal to attack, and those two Navis specialize in messing up enemies who do that.

ShadeMan attacks in a similar fashion to how he did in Battle Net 4, so veterans of that game should be able to easily counter some of his moves. However, he also tosses in a few new moves to make things worse for you. While lob attacks generally aren't a good idea against bosses, in ShadeMan's case attacks like Quake are just the ticket during certain moves! MrkCan again proves reliable for stunning this fast-moving Navi.

**Red Wing**

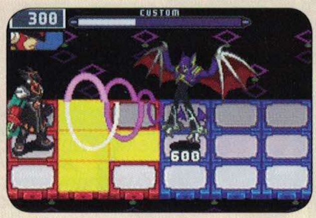
| Version | Damage |
|---|---|
| 1 | 40 |
| α | 80 |
| β | 120 |
| Ω | 200 |

400
CUSTOM
600

This is ShadeMan's only real projectile attack. He releases slow-moving bats into your field that behave similarly to MagnetMan's MagMissile, turning once to attack a sidestepping opponent. In your first encounter, he only releases one bat, while later fights have two bats.

### Crush Noise

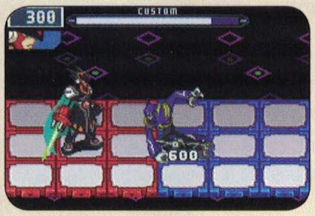
| Version | Damage |
|---|---|
| 1 | 40 |
| α | 80 |
| β | 120 |
| Ω | 200 |



Watch for the flashing yellow Panels as a sign of the Noise Crush attack. This sonic attack covers a sideways T-shaped area in front of ShadeMan, one Panel in front and then three vertical Panels in the next column. This move stuns in the first encounter, but it causes confusion later on! ShadeMan can even leap into your field to make sure to get you if you're in the back row. Use lob attacks now if you have them, since ShadeMan is very vulnerable to them.

### Black Claw

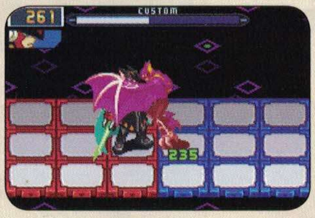
| Version | Damage |
|---|---|
| 1 | 80 |
| α | 100 |
| β | 200 |
| Ω | 300 |



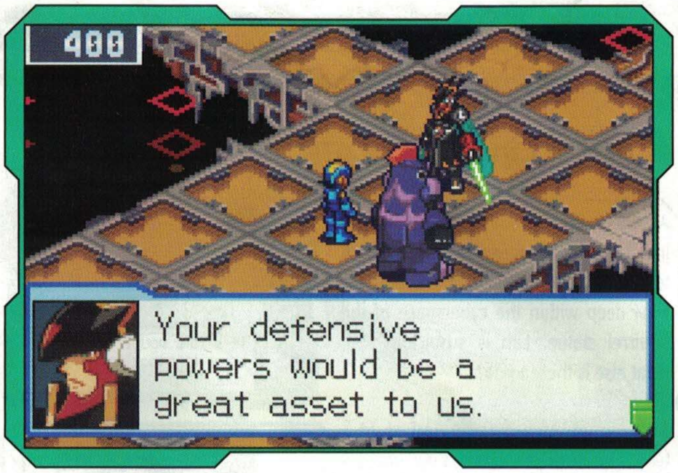
Stay up close and ShadeMan brings out one of his new moves, the Shade Claw. It's actually a pretty simple WideSwrd-style attack, but he's also very quick on the draw with it, and it *hurts* more than any other move.

### Shade Drain

| Version | Damage |
|---|---|
| 1 | 6x10 |
| α | 6x20 |
| β | 6x30 |
| Ω | 6x40 |

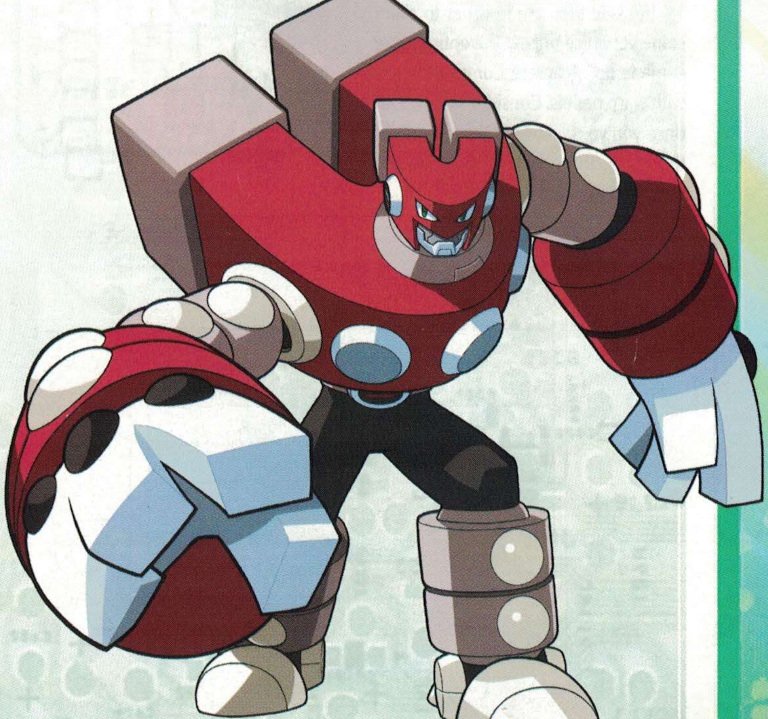


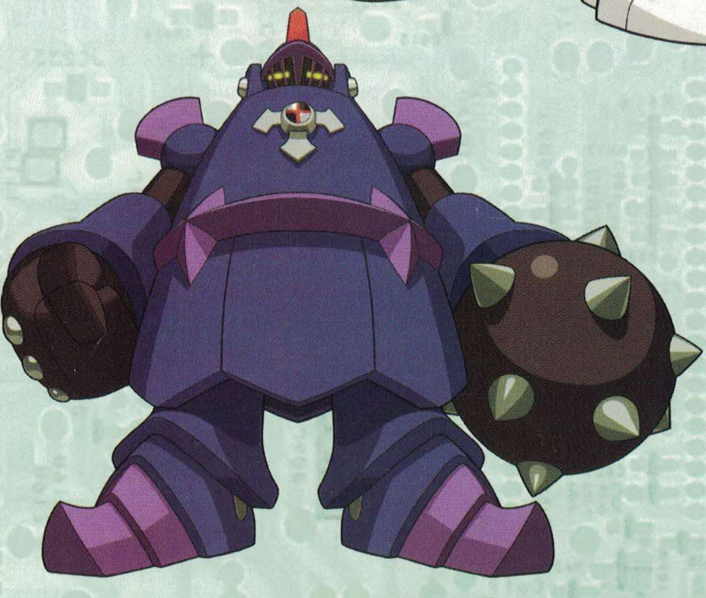
Once ShadeMan's HP dips, he may melt into the floor and reappear on your side of the field, trying to catch you in his clutches. If so, he drains HP from your Navi, using it to restore his own. Keep moving to avoid this. If he manages to grab hold, rock the control pad madly to escape faster. He may also appear behind you, so watch out!



Your defensive powers would be a great asset to us.

Your newest partner is invited to join the Anti-Nebula team, since a sturdy defense is always welcome. Slowly the roster grows! Not only that, but MegaMan feels a new bond with this new Navi… that's right, it's a Double Soul! Now by sacrificing the right kind of Chip, MegaMan can become the electrifying **Magnet Soul** MegaMan or the crushing **Knight Soul** MegaMan!



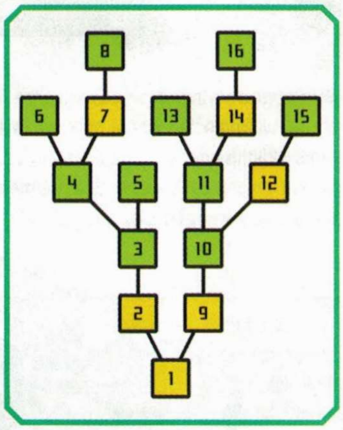


# Part 3:
# The Sudden Sea Of Storms

## Boss: CloudMan.EXE

if I told you I had some information on your father?

Another day, another weirdo comes into Lan's life. It doesn't take him much to lure Lan into a challenge; finding his Navi deep within the cyberspace of the Squirrel statue. Lan is suspicious, but what else is there to do?



As soon as MegaMan is Jacked In to the Squirrel Comp, a new email arrives, giving you a little tutorial on using your newly-acquired Soul Style! A second arrives to serve as a reminder of your new Soul's abilities. Now it's time to venture deep into the Squirrel! You can take a direct path through the maze via rooms 1, 9, 10, 11, 14, then 16, but side-trips are in order to claim some very nice prizes. The entire maze is made up of square Computer areas with warp panels. Consider Jacking Out once you've cleared out the left side of the maze, then back in to tackle the right with minimal backtracking.

| Room | Item |
|---|---|
| 3 | 100z |
| 4 | 200z |
| 5 | Charge+1 White |
| 6 | GunDelS1 A |
| 8 | HPMemory |
| 10 | 300z |
| 11 | 400z |
| 13 | RegUp1 |
| 15 | FstBarr Blue |
| 16 | GyroMan/<br>ShadowMan |

- Cactikil
- ChampyEX
- Drixol
- MettEX
- Trumpy
- WindBox

Once you've met the Navi in area 16 of the Squirrel Comp, your encounter with this new character is cut short. Your commander then orders you to check out Oran's net via ACDC net. But before you get going, check your email; Higsby's is finally open!

How about Higsby's bargain bin?
▶ Sure No, thanks

The place to go for Chip fanatics, Higsby's has several Chips readily available for sale. New additions to the stock are made for each new chapter, so keep coming back! There's also the Number [illegible]r, which lets you input 8-digit code[illegible]d around the game for valuable prizes! The big highlight here is the Chip Trader, though! Toss in three Chips you don't need for a random Chip from its stock! Use this to clear out the mass of extra Chips you've acquired and potentially gain some you don't yet have!

*Be careful when using the Chip Trader! Just because you're not using a Chip now doesn't mean you should get rid of it. Always keep at least four of each letter Code of every Chip to stay prepared for anything! The Trader also auto-saves, so you can't cheat your way to a nicer Chip.*

| Higsby's Chip Shop | | |
|---|---|---|
| **Item** | **Cost** | **Stock** |
| S066 YoYo D | 5800z | 3 |
| S160 Blinder D | 6500z | 3 |
| S049 IceSeed A | 7300z | 3 |
| S028 GunDelS2 G | 8400z | 3 |
| M001 SuprVulc S | 9800z | 1 |
| **Higsby's Chip Shop (Ch.6)** | | |
| S158 FstGauge Q | 10000z | 1 |
| S030 ElemRage K | 12000z | 3 |
| G006 DethPhnx D | 25000z | 1 |
| G006 Phoenix P | 25000z | 1 |

| Higsby's Showcase (Ch.3) | | |
|---|---|---|
| **Item** | **Cost** | **Stock** |
| S167 BblWrap Y | 4200z | 1 |
| **Higsby's Showcase (Ch.4)** | | |
| M058 Django D | 7300z | 1 |
| **Higsby's Showcase (Ch.5)** | | |
| M004 NumbrBl N | 9500 | 1 |

| Higsby's Bargain Bin (Ch.3) | | |
|---|---|---|
| **Item** | **Cost** | **Stock** |
| S034 MiniBomb * | 300z | ∞ |
| S005 Vulcan1 * | 400z | ∞ |
| S164 Barrier * | 600z | ∞ |
| **Higsby's Bargain Bin (Ch.6)** | | |
| S031 Thunder * | 1000z | ∞ |
| S180 ColorPt * | 2500z | ∞ |
| S092 Boomer * | 5000z | ∞ |

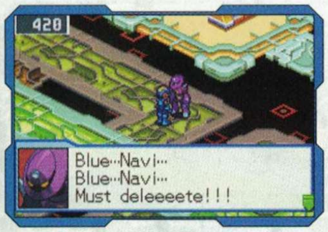
Lan got a BattleChip: "DrkSonic E"!!!

Talk to the guy lurking behind Higsby's shop. He has a special Chip to sell you. Fork over 2000z and he gives you a very special Chip… the **DrkSonic E Dark Chip**! Congratulations, you've bought your first Dark Chip!

*Beware of DarkChips! Using them permanently reduces 1HP from your maximum and taints your soul! Unless you want to lose your Double Soul ability, avoid using them altogether. There is a way to use Dark Chips without the taint, but you don't have it yet…*

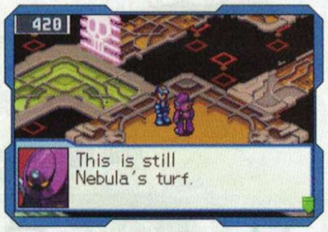
Instead of going home, Jack In to Mayl's computer. Talk to the Mr. Prog to the upper-left and he gives you the **MaylBanr**, creating a link from her HP to Lan's. The MaylCode you got earlier also lets you access ACDC 1 from her page. As you travel to Oran Area through ACDC, make a stop at Dex's HP through his security cube. A Mr. Prog there has a **DexBannr** link for you, as well, giving you a ready shortcut from Lan's page to the far end of ACDC 2!

The link from ACDC 3 to Oran is now open. Once in Oran net, you get your assignment: find and eliminate the six Nebula Navis lurking throughout the Oran net. Don't forget that you can also replay the Liberation of Oran 3 to earn more Chips and Zenny by talking to the golden Mr. Prog! There's also a Program Dealer at the end of Oran 3. Spend some money for some nifty upgrades!



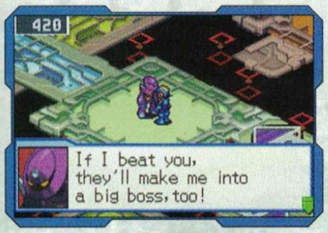
Blue…Navi…
Blue…Navi…
Must deleeeeete!!!

**Navi 1: Oran 1**



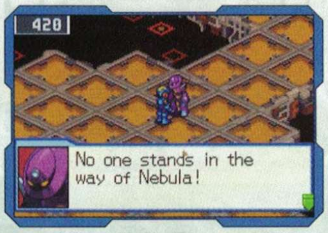
This is still
Nebula's turf.

**Navi 2: Oran 2**



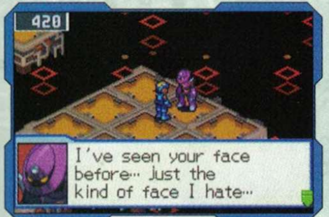
If I beat you,
they'll make me into
a big boss, too!

**Navi 3: Oran 2**



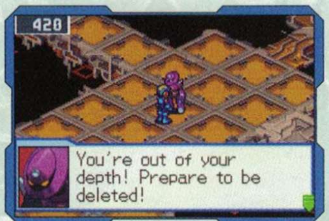
No one stands in the
way of Nebula!

**Navi 4: Oran 3**



I've seen your face
before… Just the
kind of face I hate…

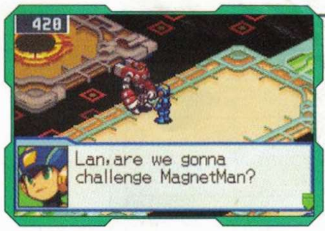
**Navi 5: Oran 3**



You're out of your
depth! Prepare to be
deleted!

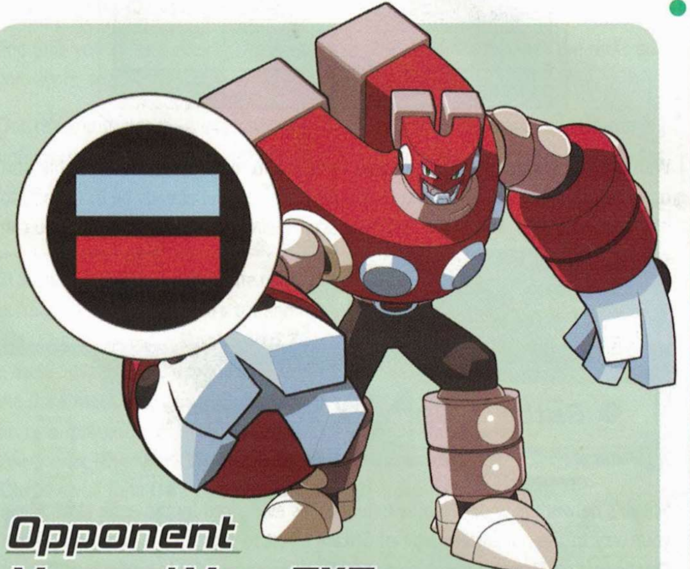
**Navi 6: Oran 3**

- **Battle 1: Bugtank, ChampyEX, WindBox**
- **Battle 2: CactikilEX x2, MettEX**
- **Battle 3: Bugtank, BugtankEX, VacuumFan**
- **Battle 4: BugtankEX, MettEX x2**
- **Battle 5: CactikilEX x2, MettEX**
- **Battle 6: Batty x2, WindBox**



Lan, are we gonna
challenge MagnetMan?

While you're seeking out the Navis, check out the upper level of Oran 2. There's leftover data there of your teammate Defense Navi that you can challenge. Be careful, though, as this version is the upgraded Alpha version of them! Defeat them to earn their standard Mega Chip!



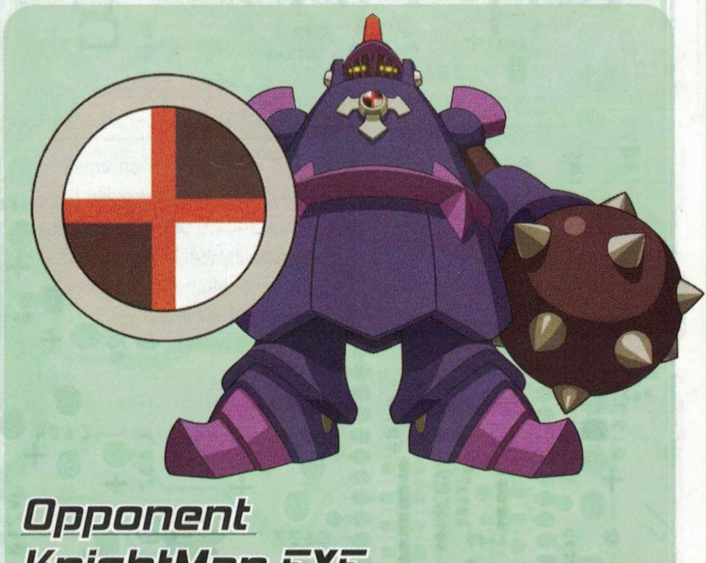
## Opponent
## MagnetMan.EXE

**Element**

Elec

**HP: 800**

| Attack | Damage |
|---|---|
| NS Tackle | 80 |
| MagBall | 60 |
| MagMissile | 60 |



## Opponent
## KnightMan.EXE

**Element**

Null

**HP: 900**

| Attack | Damage |
|---|---|
| Block 'n' Wall | 60 |
| Kingdom Crusher | 60 |
| R.W.B. | 80 |

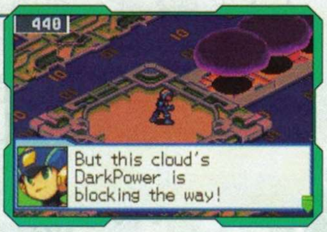
| Oran Area 3 Program Dealer | | | |
|---|---|---|---|
| **Item** | **Color** | **Cost** | **Stock** |
| HP+50 | White | 1300z | 1 |
| SoulT+ | Pink | 3800z | 1 |
| MegFldr1 | Green | 4700z | 1 |
| SelfRecv | Pink | 5500z | 1 |
| HP+200 | White | 6000z | 1 |
| SprArmor | Red | 7800z | 1 |

With the Nebula influence once again removed from the area, Lan gets his next order: check the link to SciLab via Oran Area 3. You should already be *in* Oran 3, so it's a very short trip. You've got another pesky HeelNavi to deal with before you can proceed, though!

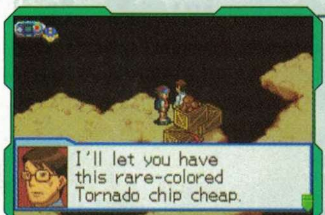
## Battle 1: BattyEX x2, MettEX

SciLab's network is under Nebula influence, as evidenced by the eerie glow. Make your way to the far eastern side of SciLab 1 first to pick up a **Custom1 Blue Customizer Program**, which can really give you an edge in battle, but takes up a lot of space! Backtrack and grab the **Geyser M Chip** inside a Locked Mystery Data packet on the way through SciLab 1's center, taking the long way to the link to SciLab 2.

In SciLab 2, head south to snare a succulent **HPMemory**, and a **Shield Green Customizer Program** further west. Proceed north up the dead center to find the SciLab 3 link blocked by some thick, nasty clouds. Nothing to be done now, so MegaMan leaves the net. Head home and take a nap.



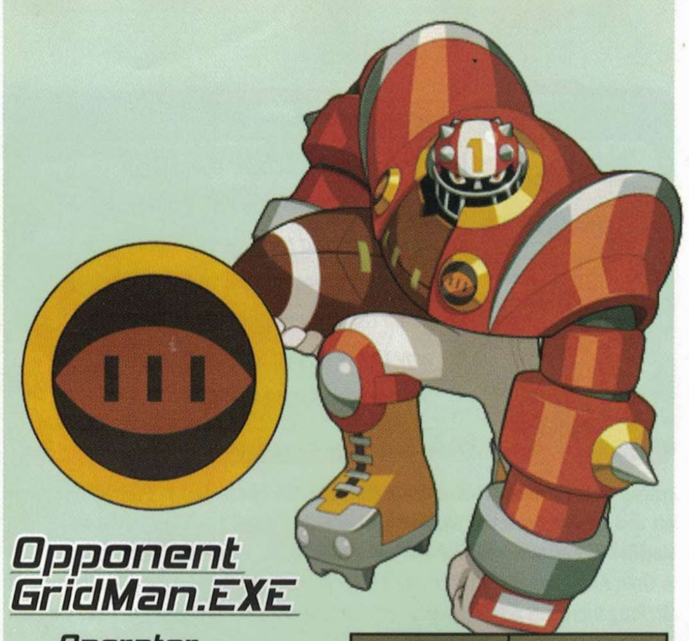
But this cloud's DarkPower is blocking the way!



I'll let you have this rare-colored Tornado chip cheap.

The next day, Lan gets an email; your teammate is in a bit of trouble back on Oran Isle. There's some new stuff to be found here, as well! Instead of taking the ground-level entrance to the mine, go up the ramp and enter there. Take the left fork and talk to the man by the crates, who sells a **DarkTorn T Dark Chip** for a mere 500z. Once you have it, head back down, then proceed through the mine on your way to the gigantic drill. Be sure to check out the pile of rubble in the eastern end of Old Mine 3!

Once you reach the very top of the outside mountain, don't go in *just* yet. Bypass the door and head west to meet up with Mr. Famous! (Sorry, just Famous.) He's got his latest NetNavi GridMan out training, and is willing to let him battle with anybody who's *ready for some football*! Are you?



## Opponent
## GridMan.EXE

**Operator**

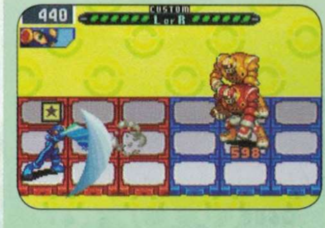
**Mr. Famous**

**Element**

**Null**

| Version | HP |
|---|---|
| 1 | **700** |
| α | 1000 |
| β | 1600 |
| Ω | 2000 |

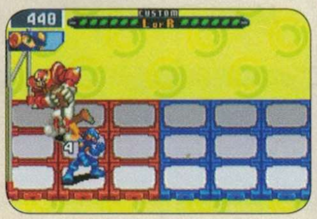
*Full Synchro Counterattack!*



Since GridMan likes to play a very in-your-face game, try to keep him out of your face and off his guard. You can cut his offensive capabilities in half with a TripCrak Chip, although any holes in his field are good for stopping his charges. His distance attacks are relatively easy to dodge, so try to limit him to those! With Grid's movement restricted to his side of the field, you can whale on him with distance attacks. If you're forced to deal with his tackles, WideSwrd attacks can cut him down as he flies by.

Don't worry if GridMan pounds you into the dirt. Since this is just a friendly NetBattle, MegaMan is perfectly fine, and you can re-challenge GridMan at your leisure. Once you win the first round, you win his NaviChip—regardless of your Busting Level. You can challenge again and again to earn more Chips. Check back later on to challenge the higher-level versions!

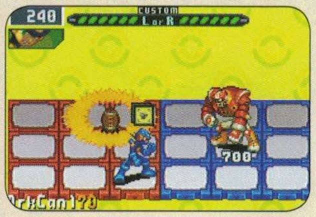
| Death Touchdown | |
|---|---|
| **Version** | **Damage** |
| 1 | 80 |
| α | 120 |
| β | 200 |
| Ω | 300 |



GridMan reserves this move for when his HP dips. A variation of the Hell Tackle, only GridMan zigzags up and down, covering every Panel on your field! Watch out for the goalposts, they're the sign that he's about to come at you. Do *NOT* simply dodge the move despite its slowness; if he makes it to the goal, your entire field explodes! Instead, try to stop his charge with a powerful attack, or better yet cut it short with a hole!

### Mangum Kick

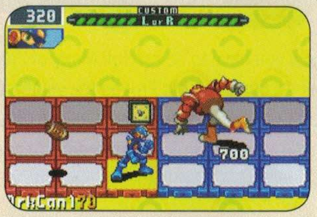
| Version | Damage |
|---|---|
| 1 | 60 |
| α | 100 |
| β | 160 |
| Ω | 240 |



When GridMan kicks his football into the air, you do *not* want to catch it. It comes down and creates an explosion that covers a two-by-two square of Panels. Watch for the flashing Panels and book it out of range!

### Bound Throw

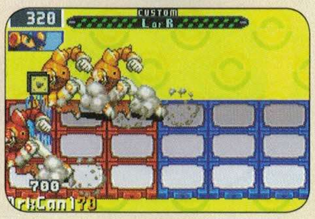
| Version | Damage |
|---|---|
| 1 | 40 |
| α | 80 |
| β | 120 |
| Ω | 200 |



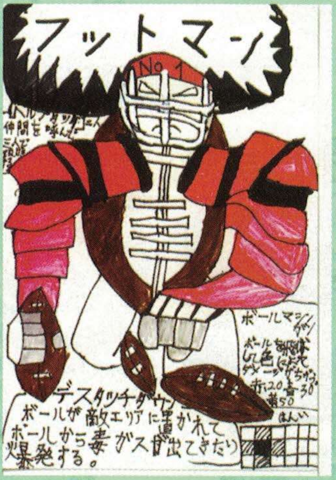
GridMan's football isn't too hard to dodge, but the initial throw is only a portion of the attack. The ball bounces several times, each time homing in on your position, forcing you to keep moving. Watch the flashing yellow Panels to avoid the ball.

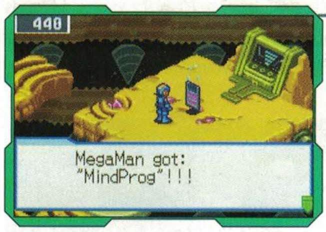
### Hell Tackle

| Version | Damage |
|---|---|
| 1 | 40 |
| α | 80 |
| β | 120 |
| Ω | 200 |



GridMan calls in all his rowdy friends to blitz you. The two GridMan clones won't charge until they hunker down and you enter their row, but they're pretty fast so it takes quick dodging to avoid eating shoulderpad. The clones can't cross over holes, so placing one in the field gives you a little room to hide and counterattack. GridMan himself may even join in on the charge. The clones can be destroyed with attacks; in this first encounter, they have 50 HP and gain 10 HP each time GridMan's level increases.

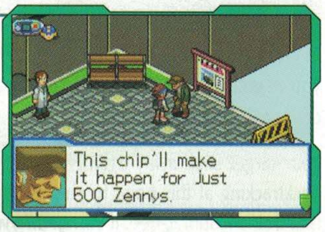

フットマン
No 1
仲間を呼んで
ボールマシンガン
赤20 青30
黄50
はんい
デスタッチダウン
ボールが敵エリアに置かれて
ボールから毒ガスが出てきたり
爆発する。



MegaMan got:
"MindProg"!!!

Once you're done playing with GridMan, head into the main drill room. Your team's Defense Navi's programs have been scattered across the four control boxes. The programs are waiting for you at the control switches at the end of each map. Don't get too confident, though, as there are some extra, stronger Viruses in each system that weren't around the first time you came through! Thankfully, you don't have to deal with the rocks and conveyors, so this trip should be quick.

One rebooting later, your Defense Navi is back to normal. This newcomer's becoming bothersome, so it's time to visit Mission Control and have a talk with your leader. Leave Oran and head to SciLab.



This chip'll make
it happen for just
500 Zennys.

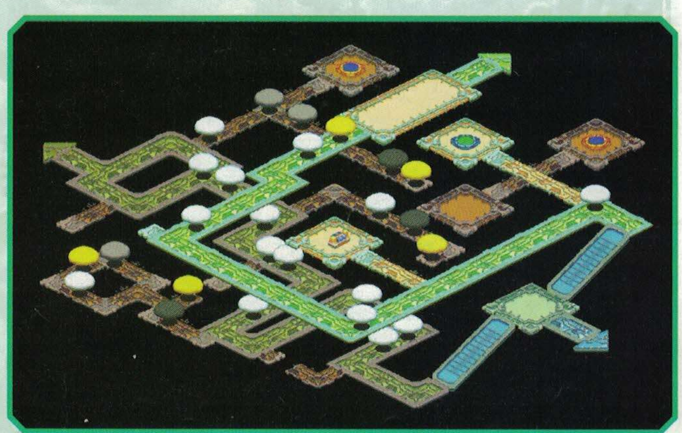
At SciLab's front lawn, talk to the old man in front of the billboard. He's got another Dark Chip for sale—the **DarkSwrd Z** for a mere 500z. Next, talk to the little kid by the drink machines; it's Mr. Quiz! Answer his quiz questions correctly and he gives you a prize—the **DarkThnd M Dark Chip**! Awful lotta Dark Chips around all of a sudden, aren't there?

### Mr. Quiz's Quiz

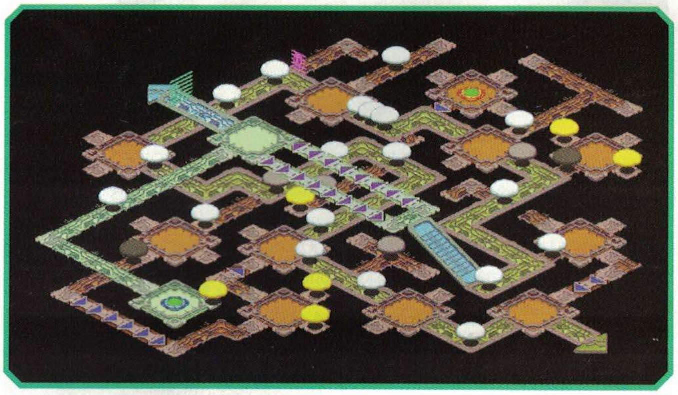
| Question | Answer |
|---|---|
| #1 | Speed |
| #2 | Time |
| #3 | 10 |
| #4 | 170 |
| #5 | Baseball |

Head into Mission Control and have a little chat with your commander about this latest nuisance. Speaking of nuisances, Nebula's making another play at controlling Oran net! Once again, you have to take the long way around, entering Oran via ACDC 3. Return to ACDC town and plug in via Dex's computer as a shortcut.

As soon as you enter Oran net, your annoying new friend is there waiting for you. And now you have to chase him down! Head down to the lower-level green path, and check out the clouds blocking your way. Talk to the Mr. Prog nearby to get the **VacuProg**, which lets you clear the path. Pay heed to the Mr. Prog's advice, though, as your Vacuum has only a limited capacity! Retreat to the closest Mr. Prog to empty the Vacuum.

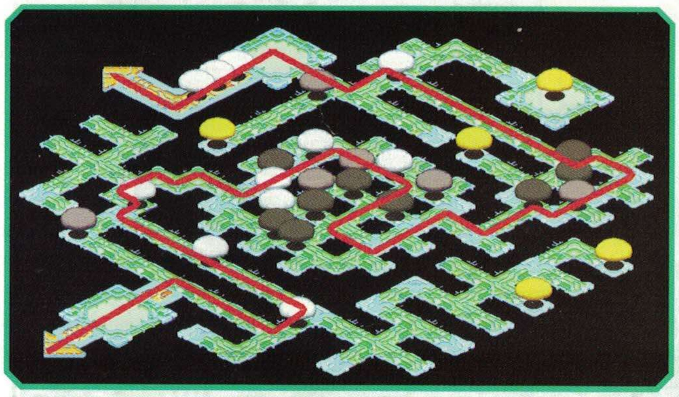


Follow the green path to the Oran 2 link. Take the side-trips to clear up the Gold Clouds if you like; the contents are random. Sometimes you can get Zenny, sometimes **1 Bug Frag**, sometimes Battle Chips like **ElcReel1 Z** and **Thunder L**. Sometimes, they even contain Viruses.

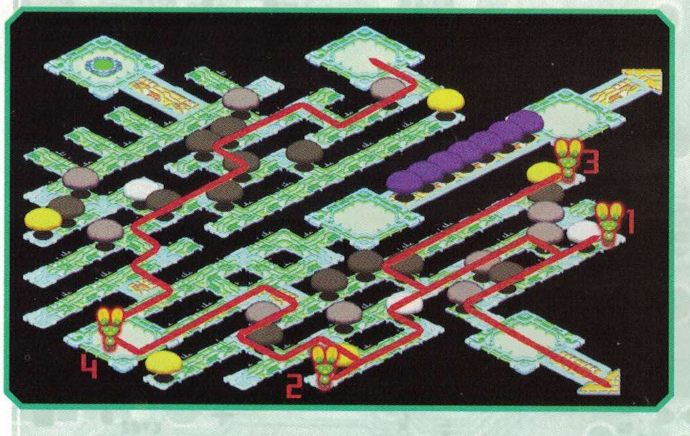


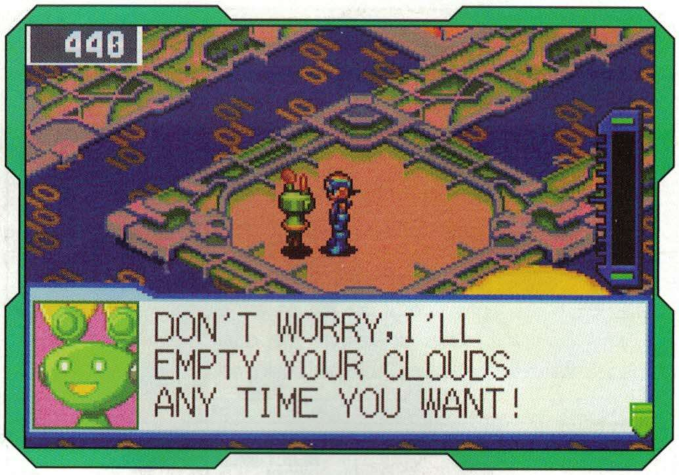
In Oran 2, your quarry is hiding close to the skull-door. Which is quite a trek, but you've gotta do it. The Mr. Prog just before the door can only do a partial emptying of your Vacuum, so be careful!

Your target slips away again! You might end up having to do some heavy-duty backtracking at this point to empty your Vacuum; a SneakRun SubChip can make that trek encounter-free. If you *really* want to risk it, head up the ramp toward the gate to End Area and clear up the Gold Cloud in the far side-path in the upper area for a random item or Virus attack. Either way, return to Oran 1 once you're done, and go to the upper level there. Slip through Oran 3 (replaying the Liberation Mission if you really want to), and proceed into SciLab 1.



SciLab is a big mess of clouds. And unlike Oran, there's no simple path to your destination. Unless you want to do a lot of backtracking, ignore the Gold Clouds and try to clear up as few darker clouds as possible. You need to make your way to SciLab net 2. Listen to the Mr. Prog's advice to reduce your backtracking!





DON'T WORRY, I'LL EMPTY YOUR CLOUDS ANY TIME YOU WANT!

Now you have to be careful! Many of the Mr. Progs around here can't quite handle a full Vacuum. The Mr. Prog in the southern square can handle as many clouds as you can bring him, so clean out the Gold Clouds around you if you'd like. Otherwise, just make a beeline to the northernmost square, where it's time to end this game of tag! Get ready for a NetBattle!

## Opponent GyroMan.EXE

**Operator**

**Charlie**

**Element**

**Null**

| Version | HP |
|---|---|
| **1** | **600** |
| α | 800 |
| β | 1400 |
| Ω | 1800 |
| DS | 600 ~ 1600 |

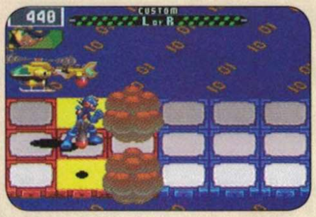
*Full Synchro Counterattack!*

440
CUSTOM
540

GyroMan's primary skill is the ability to transform into a helicopter and fly out of your attack range. Unfortunately, there's not really a whole lot you can do to counter this. Fortunately for you, GyroMan might be fast, but he's also a bit of a wimp on the ground. Simply nail him with your most powerful attacks. Stay on your toes, and this hot shot will be grounded fairly easily. Use NaviChips for some extra oomph!

### Gyro Air Force

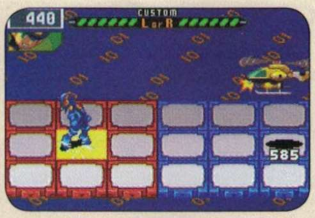
| Version | Damage |
|---|---|
| 1 | 60 |
| α | 80 |
| β | 200 |
| Ω | 300 |
| DS | Variable |



GyroMan's signature ability is a hard one to dodge. Gyro transforms to copter mode, then flies overhead and out of range, dropping bombs on your side of the field. He always leaves one Panel per column open, but there's not a lot of warning time to jump to safety! Once the bombs hit the Panels ahead, try leaping forward through the smoke to dodge the bombs about to land on your noggin.

### Gyro Counter

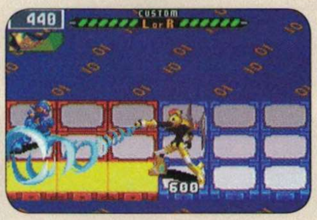
| Version | Damage |
|---|---|
| 1 | 3x5 |
| α | 3x10 |
| β | 3x30 |
| Ω | 3x50 |
| DS | Variable |



If you keep using the Buster Arm, Gyro might leap into the air and shoot you with his machinegun, targeting your Panel. The simplest solution is to avoid the use of the Buster!

### Tornado Arm

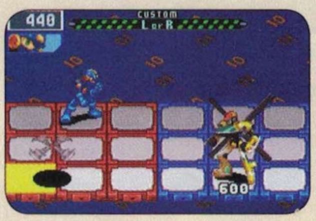
| Version | Damage |
|---|---|
| 1 | 3x10 |
| α | 3x20 |
| β | 3x40 |
| Ω | 3x60 |
| DS | Variable |



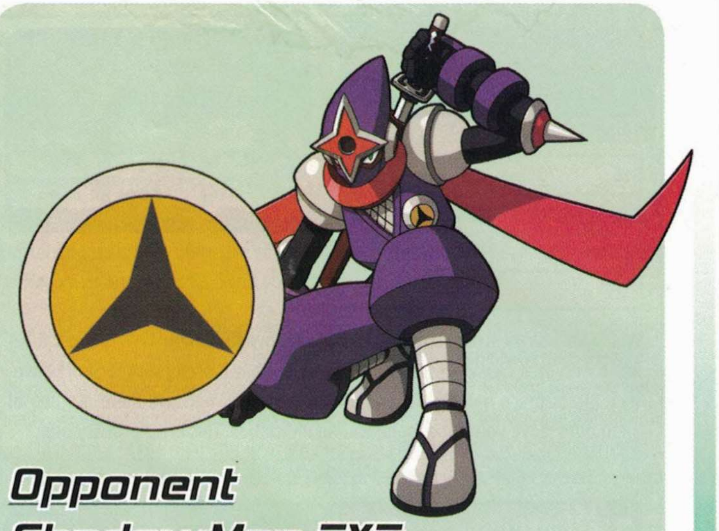
Watch for Gyro to leap to the far left column and the glow of Panels. His Tornado Arm covers an entire row of Panels, and hits three times! Gyro is very vulnerable to counterattack while the wind tunnel is blowing, so use a tracking or wide-effect Chip on him!

### Gyro Cutter

| Version | Damage |
|---|---|
| 1 | 30 |
| α | 60 |
| β | 120 |
| Ω | 200 |
| DS | Variable |



GyroMan flings a rotor blade at MegaMan that travels horizontally. However, the blade can move up or down should you try to sidestep simply by moving up or down!



## Opponent
## ShadowMan.EXE

**Operator**

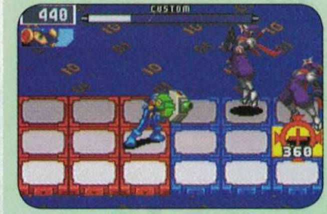
**Dusk**

**Element**

**Null**

| Version | HP |
|---|---|
| 1 | 500 |
| α | 700 |
| β | 1200 |
| Ω | 1600 |
| DS | 500~1500 |

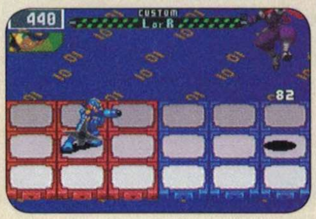
*Full Synchro Counterattack!*



The most annoying aspect of fighting ShadowMan is his *Bunshin* doppelganger. He only uses one in the first encounter, but the upgraded version uses a pair to really mess up your visibility and cover the field in attacks. The only way to tell who's who is by the HP at his feet. The fakes have pittance for HP anyway, and any good area-effect Chip can sweep them clean away, though Shadow does restore them after a brief time. Luckily for you, ShadowMan has comparatively little HP and only moderate speed. The MrkCan cuts right through the fakes and smacks the real ShadowMan, making it a valuable tool. Any other wide-effect Chip is recommended, as well. ShadowMan may be sneaky, but he's really not too tough.

### Kawarimi Shuriken

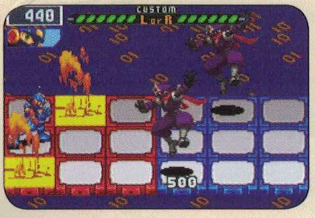
| Version | Damage |
|---|---|
| 1 | 30 |
| α | 60 |
| β | 120 |
| Ω | 200 |
| DS | Variable |



Trying to attack Shadow with the MegaBuster isn't a particularly good move. Shadow can dodge the Buster, instead leaping into the air and tossing a shuriken into your Panel as a counterattack. Of course, not relying on your MegaBuster is the way to go to avoid this.

### Bakuen

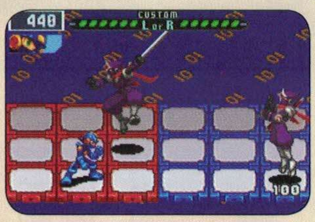
| Version | Damage |
|---|---|
| 1 | 30 |
| α | 60 |
| β | 120 |
| Ω | 200 |
| DS | Variable |



Watch for a slight screen-shake, as every ShadowMan on the field is about to let loose with their *Bakeun* fire-wave. This is actually a pretty simple Shockwave-style attack that's not too hard to dodge. However, because there are two of them does leave you some maneuvering difficulties. This is his primary attack.

### Bunshinkiri

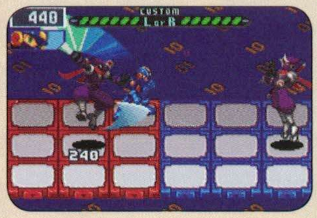
| Version | Damage |
|---|---|
| 1 | 30 |
| α | 60 |
| β | 120 |
| Ω | 200 |
| DS | Variable |



As Shadow gets desperate, his *Bunshin* get nastier. ShadowMan can send them into your side of the field to attack with sword slashes. Good thing it's only a one-Panel slice and not too hard to dodge.

### Yamiuchi

| Version | Damage |
|---|---|
| 1 | 30 |
| α | 60 |
| β | 120 |
| Ω | 200 |
| DS | Variable |



When ShadowMan's HP starts dipping, he gets more aggressive. Stick to the front line too long and Shadow leaps behind you stab you in the back. Thankfully, it's only a one-Panel slash and not too hard to dodge. The Slasher Chip or a properly-timed Knight Soul R.W.B. charge shot can really ruin Shadow's plans.

It's a DarkChip.
Be gone!

When the fight is over, you add one more member to your Anti-Nebula Team! Another bloody test of Lan's skills. (You'd think a five-time world-saver wouldn't have to go through this so often!) And clearly, this new Navi can bypass the clouds blocking the path to SciLab 3! Take the short hop to the cloud barrier and watch your new partner strut his stuff. With the clouds clear, you can now proceed to SciLab 3 for your third Liberation Mission! Jack Out and do another Shop run if you like to prepare, then return to clear out the source of the storm clouds!

# Liberation Mission #3

## Team ProtoMan

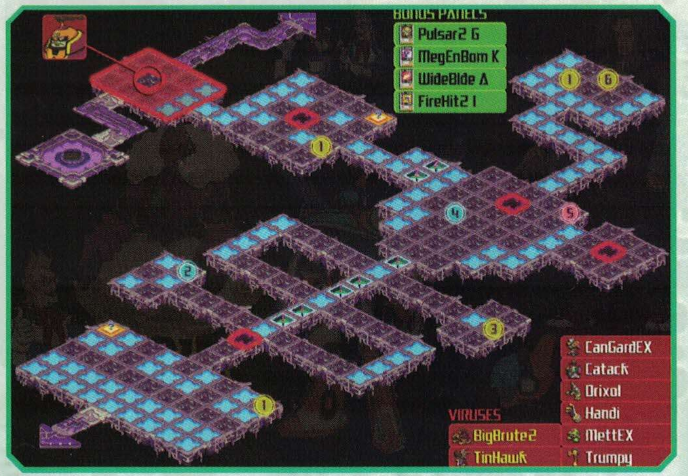
| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| MegaMan | Same | Same | None |
| ProtoMan | 350 | WideSword (70 DMG) | StepSwrd B (100 DMG) |
| MagnetMan | 500 | MagMissile (40 DMG) | NSTackle M (80 DMG) |
| GyroMan | 250 | Tornado Arm (20 DMG) | Airforce G (50 DMG) |

## Team Colonel

| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| MegaMan | Same | Same | None |
| Colonel | 350 | Screen Divide (60 DMG) | C-Cannon C (100 DMG) |
| KnightMan | 500 | R.W.B. (80 DMG) | KCrusher K (80 DMG) |
| ShadowMan | 250 | Shuriken (60 DMG) | SplitUp S (80 DMG) |

**Completion Prizes**

| Phases | Item |
|---|---|
| 7 or less | CloudMnSP C |
| 8~9 | CloudMan C |
| 10 or more | 3000z |

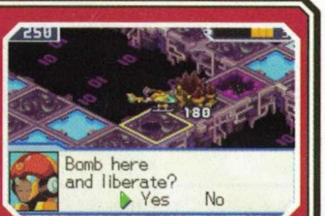


**Item Panels**

| Number | Item |
|---|---|
| 1 | 3 Order Points |
| 2 | ParaBom H |
| 3 | BarrierKey1 |
| 4 | 1500z |
| 5 | Heart (+300) |
| 6 | BarrierKey2 |

### GyroMan.EXE

Command: Bomb Liberation
Charge Shot: Tornado Arm
NaviChip: Airforce G

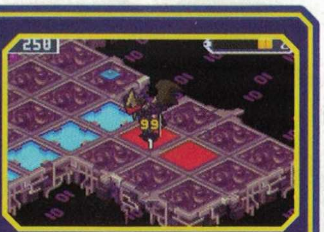


Bomb here
and liberate?
▶ Yes No

*GyroMan can fly over the Dark Panels with ease, allowing him to access areas the other Navis can't reach without a lot of fights. However, he cannot cross over sub-bosses, Barrier Panels, or Dark Holes. When hovering over any Dark Panel, GyroMan can perform the Bomb Liberation, clearing out the Panel below without fighting! Use this to provide a foothold in enemy territory. During battle, Gyro's Tornado Arm is incredibly potent, cutting through obstacles and enemies with ease, while the Airforce Chip attack lays down heavy damage across an entire row. He also has AirShoes to boot! He's weak on the HP, but he can be a terror with a well-planned Folder!*

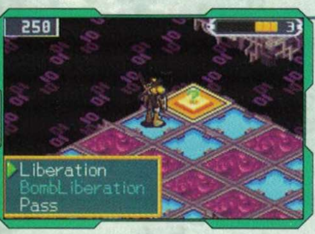
### ShadowMan.EXE

Command: SneakAttack
Charge Shot: Shuriken
NaviChip: SplitUp S

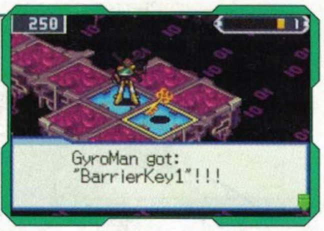


*ShadowMan has the incredible ability to walk over Dark Panels as if they were normal! He can't cross over Dark Holes, Barrier Panels, or sub-bosses, though, and can only Liberate or use his SneakAttack from a normal Panel. The SneakAttack targets two Dark Panels, doing major damage to any Darkoid within. In battle, Shadow might be your weakest in the HP department, but he's a heck of an evader. Since he floats, he can fly over cracks, holes, and Poison Panels without penalty. His Charge Shot drops a Shuriken down on the closest enemy in the same row (and lets him dodge attacks) while his SplitUp Chip attack slices the closest enemy with a LongSwrd attack!*

This mission introduces you to a new Nebula defense, the Barrier Panel. You can't cross over them or Liberate them as normal, but if you can find the BarrierKey that matches the Panels' number, they open up and the path is clear! Naturally, the BarrKeys won't be easy to find. But your new Mobile Navi can really help!



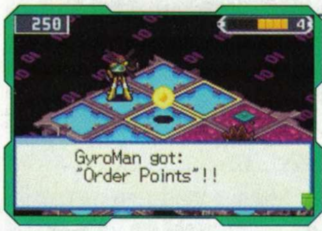
Thankfully, you shouldn't need MagnetMan's MagBarrier like the last Mission, so he can be set loose on the Dark Panels and spare you the Order Points. Start off by having your new Mobile Navi cross over the Dark Panels to the left and open the Bonus Panel. If you gain Order Points from the Panel or are shooting for a speedy completion, ignore the Order Points to the right. Clear a path to the center sections (using a Command *only* if you gained them from the Bonus), then have Mega LongSword up the center. Finally, have your remaining Navis clear out the BigBrute2, then the Dark Hole with normal Liberations. The Defense Navi is better-suited to handle the Dark Hole. If you're not worried about speed, then have your Mobile Navi snag the Order Points from the Item Panel, and your Leader use his Command to give MegaMan an even field.



GyroMan got:
"BarrierKey1"!!!

Now that the Dark Hole is out of the way, send your Mobile Navi along the winding path over the Dark Panels to the small culvert on the far right. Set them down in the clear Panel and Liberate the Item Panel to gain the **BarrierKey1**! *You mine now!* They're going to be surrounded, so strong Chips are vital. With the BarrierKey1, the Barrier Panels with a "1" become normal Panels. Send your remaining Navis forward!

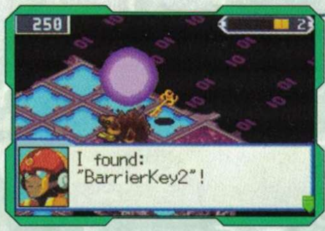
Have your Leader use an Order Point to clear the three Dark Panels ahead, though a 1-Turn Liberation has the same effect if you're feeling confident. Now have MegaMan Liberate the far right Panel, clearing a path to the Panels surrounding the Dark Hole. Finally, you must decide what to do with your Defense Navi. If you have KnightMan, have him move to the right and clear a path to the Dark Hole there. If it's MagnetMan, then decide if you want him to clear a Panel or burn an Order Point protecting your teammates from the nearby TinHawk. If your team's HP is high, then go ahead and eat the 20 points the TinHawk will deliver. A 1-Turn Delete here also puts you closer to clearing out the center Dark Hole.



GyroMan got:
"Order Points"!!

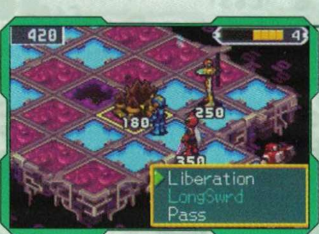
Once your turn comes up, the first order of business is to snare some more Order Points, as you're very likely to be low on them! Send you Mobile Navi to the very far north, and have him Liberate the corner Item Panel *from the left* to claim **three Order Points**. Position is important, as this way the advancing BigBrute2 can't burn your Mobile Navi during the Darkloid Phase! Try especially hard to get a 1-Turn Liberation here so he can grab the Item Panel just to the right on the next Phase, and claim the **BarrierKey2** faster!

Have your Defense Navi handle the now-accessible Dark Hole to the right. Your Leader's Command can open up a little more space for MegaMan to work, letting him clear a path to the Dark Hole... or clear out the Dark Hole if your Defense Navi got a 1-Turn Liberation last phase. With luck, the deletion of the Dark Hole removes the BigBrute2 on the map without a fight!



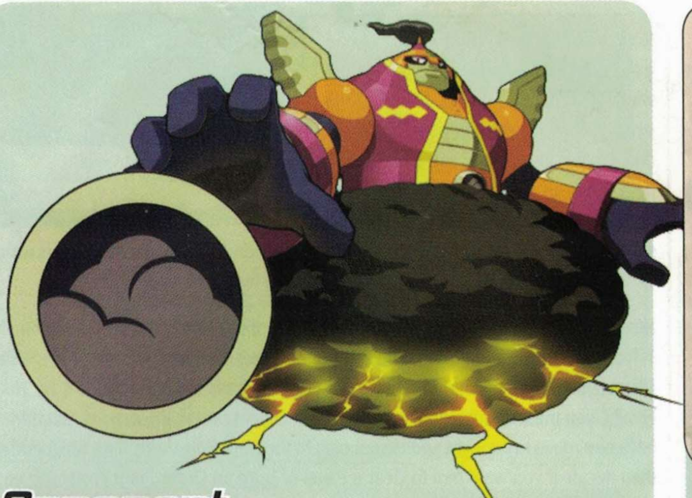
I found:
"BarrierKey2"!

Once you have an open path to the BarrierKey2, who actually picks it up depends on the version you're playing. GyroMan should grab the Key himself, but be sure to have MagnetMan activate the Magnet Barrier to protect him from the BigBrute's attack. ShadowMan should move away; the path should be clear to let KnightMan up north to claim the key and take the BigBrute2's attack without damage. Have Mega open a path to the left, and have your Leader use their Command to claim the **three Order Points** ahead.



You're almost to the end! Take the Bonus Panel first, then plan your assault on the Dark Hole. Have Mega take out the Dark Panel from the space your Leader opened up, then let your Defense Navi at the Hole itself. Now CloudMan is vulnerable!

At this point, consider letting your remaining Navis Pass this turn outside of CloudMan's attack range, allowing them to restore some HP, so your entire team can be ready to tackle him next round. Either way, you should have your Leader use a Command to clear out the three Panels in front of CloudMan, giving you an even field when tackling the Darkloid.



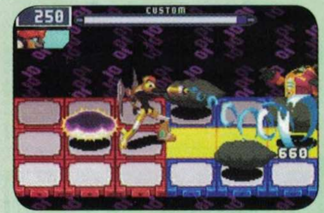
## Opponent CloudMan.EXE

**Element**

**Elec**

| Version | HP |
|---|---|
| 1 | 700 |
| α | 900 |
| β | 1300 |
| Ω | 1500 |

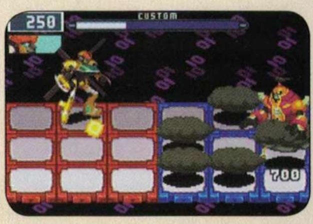
*Full Synchro Counterattack!*



CloudMan is one of *those* Navis; the kind that lurks in the back column, protected by obstacles that block most projectile attacks and prevent you from getting in close. In other words, he's extremely annoying. While you can clear out the clouds (briefly) with Buster shots, long-distance lobbing attacks are what you really need; CrakBom's wide explosions are sure to hit him. But what *really* hurts him right in the cumulonimbus are Wood-Element attacks like Lance and Boomer; since they cover the entire back row, he can't dodge them at all, plus as an Elec Navi he takes double damage from them! GyroMan and ShadowMan are also capable fighters against him, since their special attacks either cut through the clouds or bypass them completely.

### Minicloud & Goro Thunder

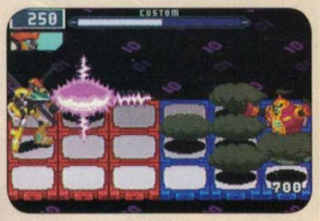
| Version | Damage |
|---|---|
| 1 | 40 |
| α | 60 |
| β | 120 |
| Ω | 140 |
| DS | Variable |



This is a fairly simple projectile. Watch for the flashing clouds and be prepared to step up or down to dodge the horizontally-moving electric spark. The sparks stun, leaving you open for his other attacks.

### Cross Spark

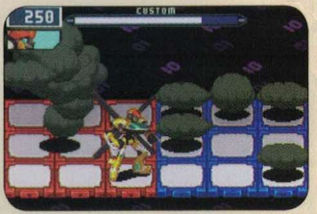
| Version | Damage |
|---|---|
| 1 | 60 |
| α | 80 |
| β | 160 |
| Ω | 200 |
| DS | Variable |



When CloudMan spreads his arms, he sends a dark cloud into one of your Panels. These clouds send electric bolts into the Panels to the sides, above and below, so sidestep to dodge. Several clouds appear one after the other, so you have to keep moving.

### Elec Storm

| Version | Damage |
|---|---|
| 1 | 60 |
| α | 80 |
| β | 160 |
| Ω | 200 |
| DS | Variable |



CloudMan saves this move for later in the fight, and it's especially problematic during a Liberation. The gigantic storm cloud is very slow and easy to dodge, but what you need to be doing at this point is blasting the small clouds! Clear them out and you force CloudMan to reappear.

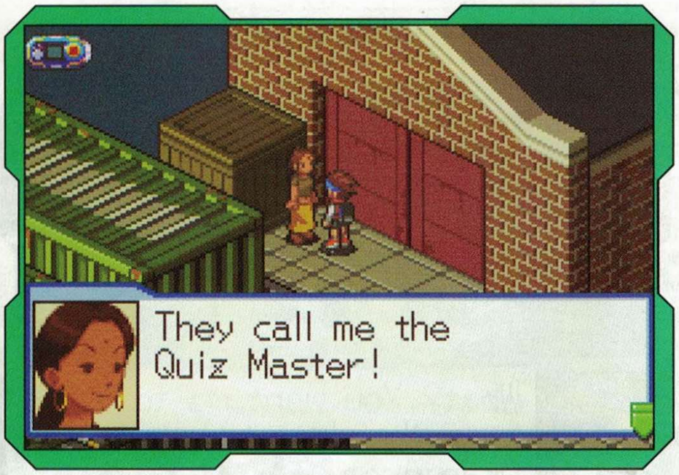
What?!
MegaMan, step aside!

Sunny days, sweeping the clouds away! SciLab's clear of the Nebula influence now, and you have a valuable new member of the Anti-Nebula team! Not only that, but Mega's Soul resonates with your new partner, earning you a brand new Double Soul style! Unfortunately, you don't a chance to test it out, as Mega is captured by Nebula! This is bad news.

# Part 4
# The Shanghaied Ship

## Boss: DarkMega.EXE

Naturally, Lan's pretty bummed about losing MegaMan to Nebula. But the commander's not willing to let Lan sit around and sulk, ordering him to meet up at the newly-opened SciLab docks. Before you leave, spend some money at Higsby's, and check out the nifty **Django D Mega Chip** in the showcase!

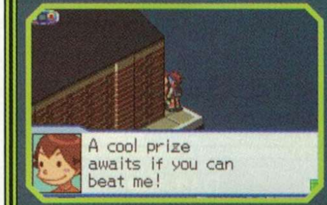

They call me the Quiz Master!

The docks are a hustle and bustle of activity. Your commander's waiting there, so go have a nice friendly chat. Afterwards, you must return to Mission Control, but there's no hurry! Talk to the lady to the northwest and take her quiz! Answer all her questions correctly and you earn the **DrkLance W Dark Chip**. There's also a woman at the lower docks with a **DarkMetr F Dark Chip** for 3000z.

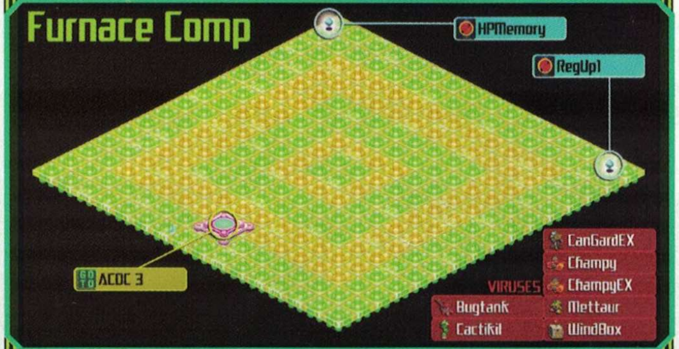
| Quiz Master Quiz | |
|---|---|
| **Question** | **Answer** |
| #1 | A one-two punch |
| #2 | 60 |
| #3 | Spicy |
| #4 | Energy drinks |
| #5 | 4 |
| #6 | SciLab 2 |
| #7 | #7 |
| #8 | The right one |
| #9 | A Battle Chip |
| #10 | A virus |

Head to Mission Control now for a big surprise: Lan gets control of the commander's Navi until MegaMan is recovered! As cool as this may sound, there are some disadvantages; their max HP is set, they can't pick up or purchase HPMemory, nor are they compatible with the Navi Customizer! They do still have their special NaviChip attack, so consider rearranging your Folder to accommodate its Letter Code. With new Navi in PET, you get your next mission: clearing out the End Area network, accessible from Oran 2.

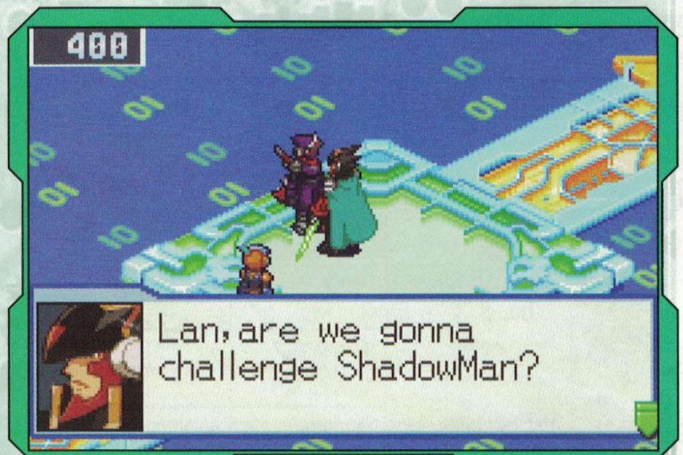
| Location | Target |
|---|---|
| ACDC 3 | Mr. Prog |
| SculptureComp | Orange Navi |
| DrillComp 3 | HeelNavi |
| FurnaceComp | Girl Navi |
| OldMine 3 | Kid |


A cool prize awaits if you can beat me!

In SciLab Docks, head all the way north and check the back alley, a kid there wants to play hide and seek. You end up going all over creation, but the end-prize is very much worth it; an **AntiDamg * Chip**! Just remember that you can't access the FurnaceComp unless you flip the switch in Yai's house!



Head to the upper level of Oran 2, and check out the security gate there. Even your Leader Navi can't get through it—you need the key data. It's SciLab's barrier, so SciLab's net should have the key! Do a little backtracking to Oran 1 and proceed through to SciLab net.



Lan, are we gonna challenge ShadowMan?

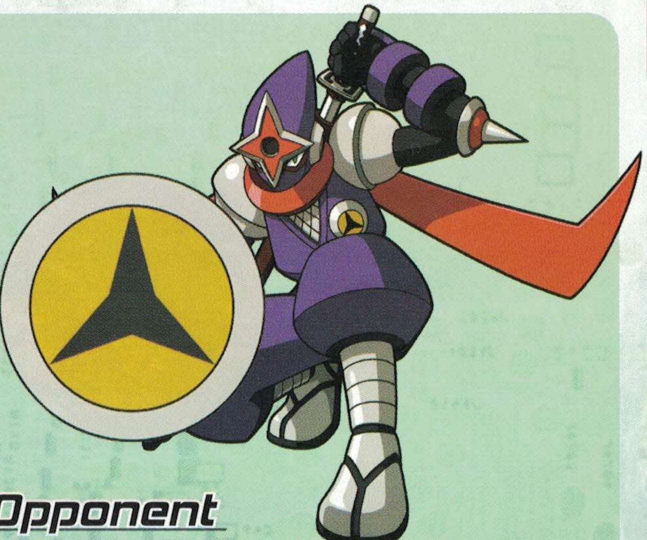
The memory data of your Mobile Navi is right at the entrance to SciLab 3. Challenge the data to fight the stronger Alpha version of your newest teammate and earn copies of their Mega Chip! And don't forget that just beyond is the Gold Mr. Prog that lets you replay the last Liberation Mission, as well!

## Opponent
## GyroMan.EXE

| HP: 800 | |
|---|---|
| **Attack** | **Damage** |
| Gyro Air Force | 80 |
| Gyro Counter | 3x10 |
| Tornado Arm | 3x20 |
| Gyro Cutter | 60 |

**Element**

**Null**



## Opponent
## ShadowManMan.EXE

| HP: 700 | |
|---|---|
| **Attack** | **Damage** |
| Kawarimi Shuriken | 60 |
| Bakuen | 60 |
| Bunshin Kiri | 60 |
| Yamiuchi | 60 |

**Element**

**Null**

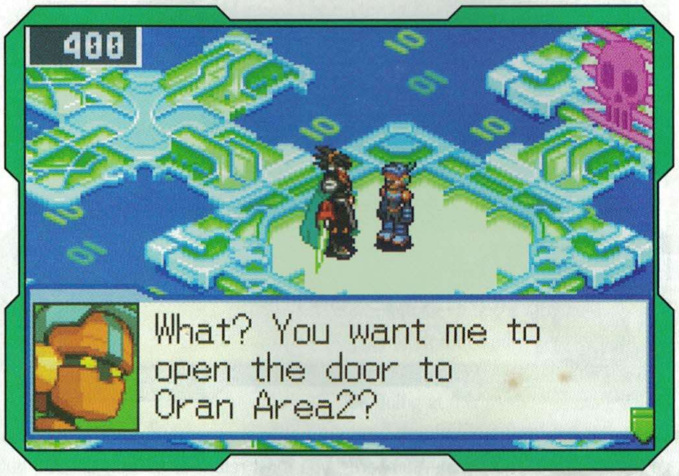
SciLab 3 also has a new feature, a BugFrag Dealer! The red Navi here takes your BugFrags in exchange for Battle Chips and Customizer Programs.

**SciLab 3 BugFrag Dealer (Chips)**

| Item | Cost | Stock |
|---|---|---|
| S059 WindRack B | 12f | ∞ |
| S047 LavaSeed P | 26f | ∞ |
| M007 Poltrgst P | 60f | ∞ |

**SciLab 3 BugFrag Dealer (Programs)**

| Item | Color | Cost | Stock |
|---|---|---|---|
| AutoRun | Red | 8f | 1 |
| Millions | Green | 22f | 1 |
| FlotShoe | Blue | 40f | 1 |



400

What? You want me to open the door to Oran Area2?

SciLab 4 would be simple to navigate, were it not for the numerous one-way floors scattered around. Whee! A girl Navi just to the west of the entrance has the **DarkWide D Dark Chip**, and will fork it over for 1000z. Make your way to the east, taking a slight side-trip to grab the **MegFldr1 Green Customizer Program**. Basically, go counterclockwise to reach the northern square. The orange Navi in front of the skull-door has the **SciKey** to the door, but decides to test your strength first. Sheesh. Bring 'em on!

### Battle 1: Handi x3

Afterwards, negotiate your way into the dead center of SciLab 4 and take the warp there to the ServerComp. The Blue Mystery Data in the dead center there has an **HPMemory**, but you can't claim it right now; you'll have to come back later with MegaMan. Keep going and take the warp on the south end, which takes you back to Oran 2! What an awesome one-way shortcut! From there it's a short trek to the door, and you're in End Area 1!

400
End Area1

Naturally, you can't take the short route to the End Area 2 link. Drop down the first ramp and head north to snag the **Collect Yellow Customizer Program**, excellent for getting Battle Chips from opponents. There's also an invisible path eastward, leading to a HeelNavi who'll sell you the **DarkDril D Dark Chip** for 3000z. Green Mystery Data packets here might give up the **LongSwrd S Chip**, so consider returning often (*before* you try to enter End Area 2) to make your LifeSwrd Program Advance easier to achieve!

Slip back up the ramp, then take the next one down and south, swinging into the NetDealer to check his warez (ugh, that hurt to type). Skip the ramp up for now, taking the path to the **RegUp2**. Now head back up the ramp.

## End Area 1 NetDealer

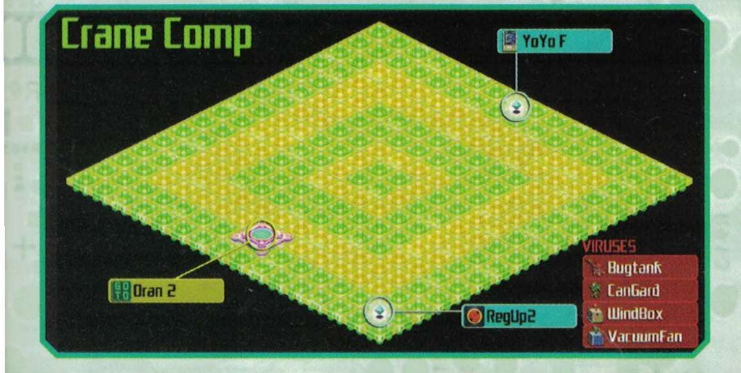
| Item | Cost | Stock |
|---|---|---|
| HPMemory | 6000z | 1 |
| HPMemory | 10000z | 1 |
| HPMemory | 14000z | 1 |
| S007 Vulcan3 L | 5800z | ∞ |
| S003 M-Cannon G | 7600z | ∞ |
| S165 Barr100 P | 8800z | ∞ |
| S054 WideBlde V | 10000z | ∞ |
| M006 Jealousy J | 12000z | 1 |

Talk about your awkward reunions! DarkMega's blocking your path to End Area 2! The real Mega shines through briefly, but DarkMega suppresses him and has his HeelNavi goons cover his escape—a lot of goons. There are too many to face, so run away! There's not much you can do now, so return to Mission Control for some brainstorming.

The boss-man figures there's nothing that can be done without a Navi good at wiping out large numbers, so he gives Lan another task; preventing Nebula from taking the new Booster System that's up for auction on the Queen Bohemia, the ship you saw at the docks. Sadly, you don't have an invite to the big party. Who do you know who's a CEO or the leader of a nation who would be invited to something like this? To Oran Isle!

Don't work too hard!

Thankfully, your CEO/princess is waiting right on the beach, and graciously hands over the invite. But don't leave Oran just yet! Make your way up and through Oran Mountain, checking out the crane on the eastern side of the island if you haven't already. You can't enter the CraneComp in Oran 2 unless you turn the crane on! Head down to the BigCave's lower level, where Lan's pals were trapped. The Quiz King is down there and has he got some questions for you! Answer them all correctly and you win the **Chivalry Blue Customizer Program**. Once you're done, return home and sleep well.

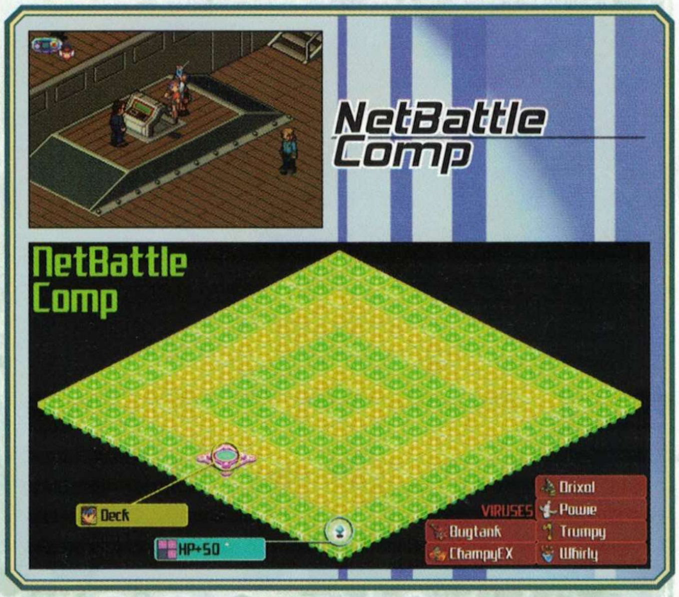


## Quiz King Quiz

| Question | Answer |
|---|---|
| #1 | 8 |
| #2 | GridMan |
| #3 | 8 |
| #4 | M-Cannon |
| #5 | Red |
| #6 | 49, 56... |
| #7 | 33 |
| #8 | Delete |
| #9 | Me |
| #10 | Kyle |
| #11 | DrilArm1 |
| #12 | Cancer |
| #13 | 12 |
| #14 | Queen Bohemia |
| #15 | Mayl's |

New day, it's time to par-tay on the Queen Bohemia! Make sure you have all the stuff you need, as you're going to be on the boat for a while with no way of returning to port!

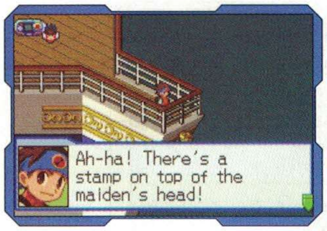
Do a little wandering around and check out the Queen Bohemia's luxuries, including the Chip Trader Special! Pop in 10 Battle Chips you don't need and get a new one in return! The stock here is generally a lot nicer than at Higsby's Chip Trader, even though the high cost is daunting. Head out to the deck. There's even a SubChip Dealer here if you need some backup!



## Queen Bohemia Deck SubChip Dealer

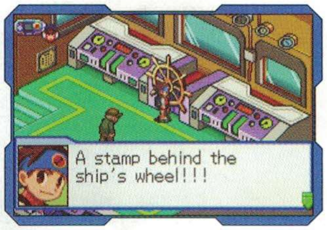
| Item | Cost | Stock |
|---|---|---|
| FullEnrg | 1000z | ∞ |
| DashRun | 4000z | ∞ |
| LocEnemy | 6000z | ∞ |

The man in the center of the Deck is responsible for keeping the guests entertained. And it looks like since there's a NetBattle currently underway, your only entertainment option is a scavenger hunt for stamps. Whoopee. But there's not much else to do, so accept and go hunting! At least you get **1000 Zenny** out of the deal.



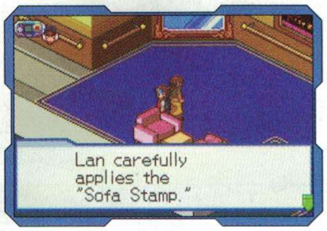
Ah-ha! There's a stamp on top of the maiden's head!

**Deck**



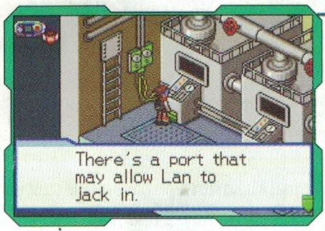
A stamp behind the ship's wheel!!!

**Bridge**



Lan carefully applies the "Sofa Stamp."

**Hall**



There's a port that may allow Lan to jack in.

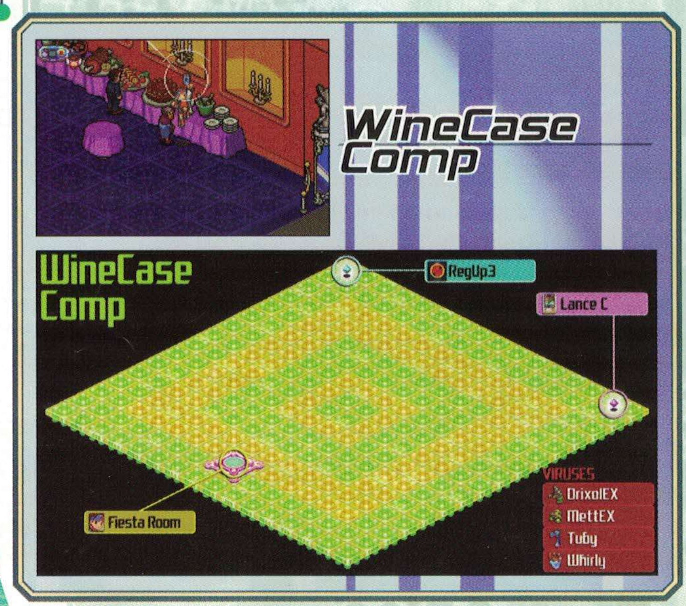
It's never a good sign when a ship rumbles. Book it to the engine room door, which won't open without a security code. The stamp-man has a hint for the code, which is "11922911". Enter the code and enter the Engine Room! Only the machine at the very end of the room lets you Jack In. Examine it first to find the port, then send your Navi in.

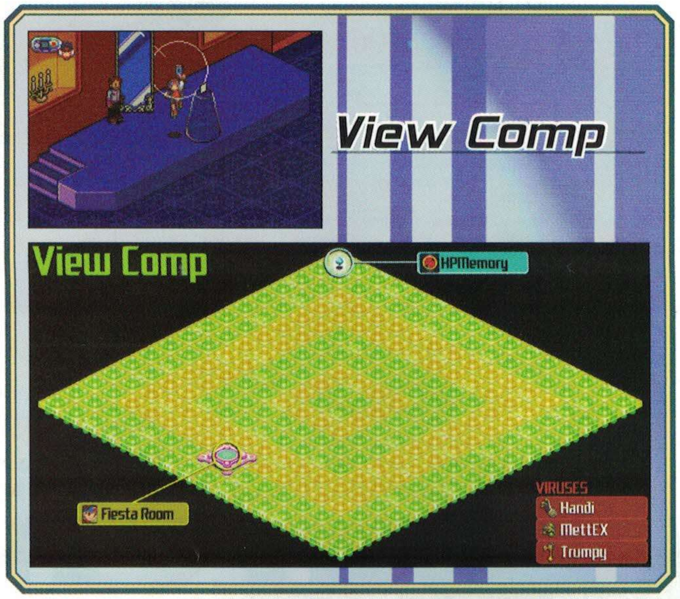
Inside the RadarComp, follow the Nebula HeelNavi through each linked system to the Engine Comp. Thankfully, they're all simple square Comp-maps. Be sure to snag the Blue Mystery Data packets in each one to claim the **SpinWhit** Item, a **RegUp2 Upgrade**, and the **Battery Yellow Customizer Program** on the way. Each system is full of Catacks, CangardEXs, Drixols, and Battys, so be careful.

You're lucky! This isn't over!

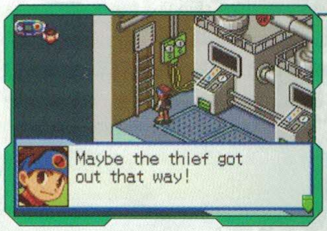
Inside the Engine Comp, the Nebula Navi's Operator chooses to pull his Navi out rather than fight. Plus, the Operator hastily hoofs it out of the Engine Room. You'll get him at the party... which is about to start! Instead of heading to the Fiesta Room as ordered, though, Jack In to the Radar Comp again and head all the way to the Engine Comp once more. The Blue Mystery Data there has a **SubMemry Upgrade**, letting you carry one more of each type of SubChip! *Now* head to the party.

Inside the Fiesta Room, do a little hob-nobbing and checking of the computer systems within!


WineCase Comp
WineCase Comp
RegUp3
Lance C
Fiesta Room
VIRUSES
DrixolEX
MettEX
Tuby
Whirly


View Comp
View Comp
HPMemory
Fiesta Room
VIRUSES
Handi
MettEX
Trumpy

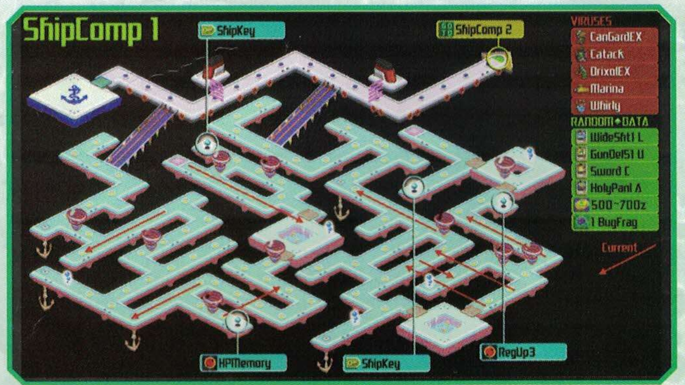
After you've talked to everyone in the room, the party officially starts. The Booster System is displayed... and promptly stolen. Of course. But as it turns out, the Nebula goon isn't the one responsible! How was it done? Check each of the mirrors in the room, and when your Leader Navi asks how the thief got to the system, reply "It's the mirror!" Answer the next query with "The reflection!"



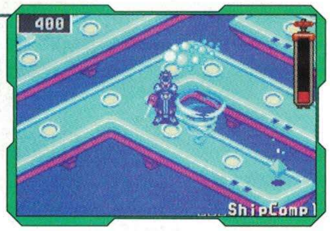
Maybe the thief got out that way!

Now it's time to go hunting for the thief. He couldn't send his PET's infra-red beam from the Deck, so head for the Engine Room. All the way in the back, check the ventilation shaft with the small service ladder leading up to it. Hello, you're back on the Deck! And the perp is in the Bridge! After him!

Well, well, well... it's your would-be NetBattle competition! Looks like you get to have your battle after all, only you're gonna have to slog through the ship's systems to fight his Navi and turn this ship around!

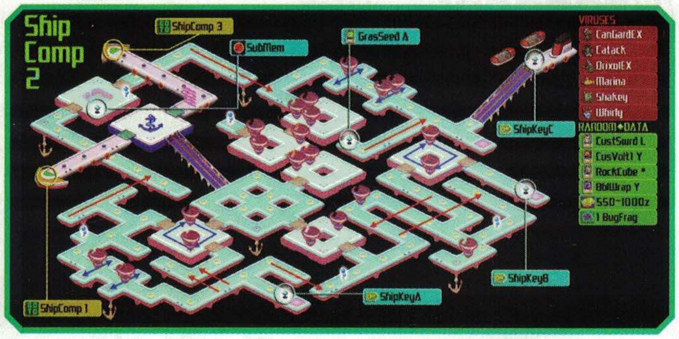

ShipComp 1
ShipKey
ShipComp 2
VIRUSES
CanGardEX
Catack
DrixolEX
Marina
Whirly
RANDOM◆DATA
WideSht1 L
GunDelS1 U
Sword C
HolyPanl A
500~700z
1 BugFrag
Current
HPMemory
ShipKey
RegUp3

Naturally, the short and simple path through each area is blocked by cyber-hatches. The keys to each hatch are in the lower level, but the lower level is full of water. Keep an eye on the oxygen gauge in the upper-right; the longer you stay underwater, the lower it gets. Once it drops to zero, you start losing HP. Fortunately, the gauge doesn't deplete during battles. Move into the bubbles floating upwards from the floor to restore your oxygen. Avoid the whirlpools, as they drain your oxygen quickly. And keep an eye out for the currents that push you around and eat up more oxygen! You can fight the currents by pressing the keypad in the opposite direction of the flow. And finally, the pink panels instantly warp you back to the upper level, which is great for if you're running short on air!

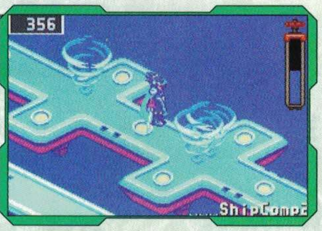

400
ShipComp1

As you dive into the water, skip the first Blue Mystery Data packet you come across; it's an **HPMemory** that your Leader Navi can't pick up anyway, so it's merely a waste of oxygen. But use the path to it anyway as a way to step out of the current and conserve oxygen. The path to the first ShipKey is pretty simple, although there's a current between it and the warp back to the upper level. Once you open the hatch, it stays open even if you Jack Out of the system, so consider doing it to restore your HP.

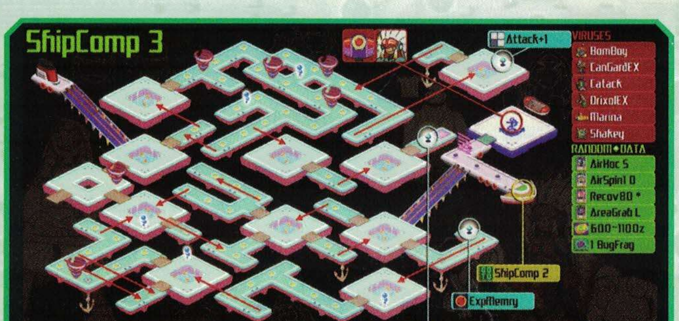
In the second underwater section, you can use the currents to your advantage. After the first whirlpool, there's a current that pushes you to a small section right next to some air bubbles. And not too far from there, let the current push you down the passageway you need to take, near the **RegUp3**.


Ship Comp 2
ShipComp 3
SubMem
GrasSeed A
ShipKeyC
ShipKeyB
ShipKeyA
ShipComp 1
VIRUSES
CanGardEX
Catack
DrixolEX
Marina
Shakey
Whirly
RANDOM◆DATA
CustSword L
CusVolt1 Y
RockCube *
BblWrap Y
550~1000z
1 BugFrag

There's only one hatch in ShipComp 2, but it requires three keys to open. You can grab the keys in any order you wish, since they're all accessible from the only ramp down. **ShipKeyA** to the south has a fairly simple path, but the moving whirlpools that patrol certain areas make things difficult. The twin currents that can push you back to the beginning of the loop can also be troublesome. As soon as you grab the key, don't take the warp back up! Instead, turn back and head north, letting the current take you to the next section. There's an air bubble in the path you're pushed onto. Go ahead and ride the first current you come across; you'll have to do a little backtracking, but it beats waiting out some whirlpools and extra currents. From there, it's a quick jaunt to **ShipKeyB** and its nearby warp.

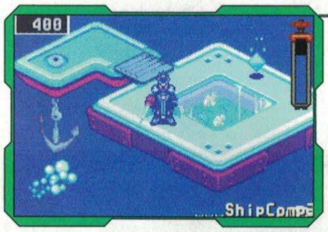

356
ShipComp2

Next, slip south again, but take the first path to the west. Grab the air bubbles, then let the current push you onto the walkway to the north. There's no key, but there is a **SubMemry** upgrade! Keep going and let the current push you back to the main section. Go north, dodging the whirlpools, and maybe pick up the **GrasSeed A Chip** if you've got enough air. If not, give it a miss for right now and head up the ramp, where **ShipKeyC** waits. With a full tank of air, you can try for the GrasSeed again. Once you've got it, take the warp back to the cyber-hatch.

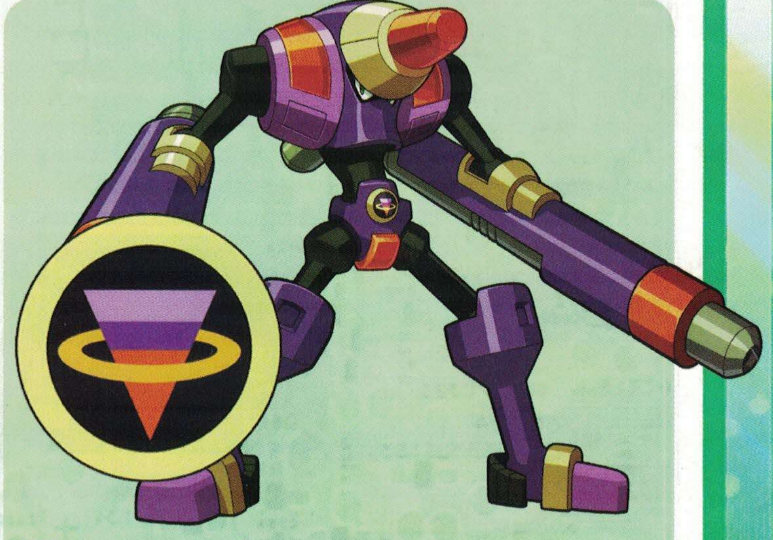

ShipComp 3
Attack+1
ShipComp 2
ExpMemry
ShipKey
VIRUSES
BomBoy
CanGardEX
Catack
DrixolEX
Marina
Shakey
RANDOM◆DATA
AirHoc S
AirSpin1 D
Recov80 *
AreaGrab L
600~1100z
1 BugFrag

Your opponent is a stone's throw away, but you can't reach him thanks to that blasted hatch! And this time, you have to ride multiple currents through a maze of otherwise-unconnected platforms to reach the key! Sounds like fun, eh?

There's a super-valuable **ExpMemry** just to the east that's easy enough to pick up, which expands the Customizer's grid (Mega's sure gonna be powerful once you get him back!). The trouble is that it's difficult to get back to the main path without the current blowing you to the southern section of the area, forcing you to take the *extra*-long path to the ShipKey! Watch the timing carefully and turn around to fight the current. Of course, you could always Jack Out once you get the ExpMemry and then Jack In again if you do get caught and thrown. Beats fighting currents.


400
ShipComp3

Use the currents to make your way west. It's a pretty simple path, and there's a ramp up that lets you completely refill your air tank. Be sure to save here just to be safe! Head around to the north, and be ready to take a small side-trip. At the eastern end of the path is a current that pushes you onto a small island, one that contains an **Attck+1 White Customizer Program**! Take the current back to the main path, and head down to the center of the area. From there, it's just two currents to the **ShipKey** and the warp right behind it. With the key, it's time to open the door and have a little talk with an uncooperative Navi.



## Opponent
## NapalmMan.EXE

**Operator**

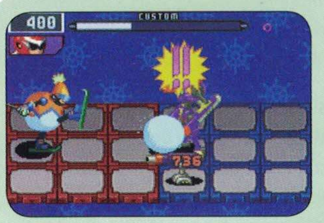
**Fyrefox**

**Element**

**Fire**

| Version | HP |
|---|---|
| **1** | **800** |
| α | 1000 |
| β | 1600 |
| Ω | 2000 |
| DS | 700 ~ 1700 |

*Full Synchro Counterattack!*

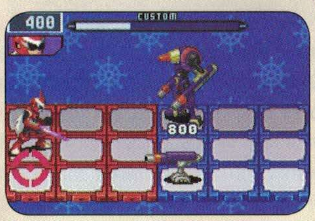


NapalmMan is very skilled in covering your side of the field in fire and forcing you to stay on your toes. His bombs aren't hard to avoid, but the Vulcan Arm forces you to keep moving. A properly-placed RockCube gives you a free row to hide from the gun for a little bit, so be sure to have at least one handy. If you have a SeaSeed, pack that as well, as NapalmMan takes damage from simply standing on Sea Panels!

Thankfully, by the time you've reached this point, you should have amassed a fair collection of Aqua-attack Chips like AqWhirl and SideBub, not to mention the powerful BlizMan series (which work especially well with ProtoMan's B-coded NaviChip attack). A successful blow with the BlizManSP Chip at this point does 260 damage by itself; combine it with the RockCube to nearly double the already-impressive damage! Later on, the WideSht series is invaluable against NapalmMan, as it's nearly impossible for him to dodge the waves!

### Vulcan Arm

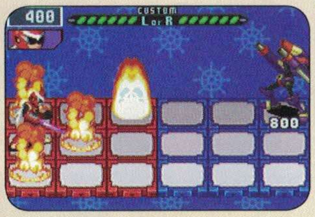
| Version | Damage |
|---|---|
| 1 | 3x10 |
| α | 3x20 |
| β | 3x30 |
| Ω | 3x50 |
| DS | Variable |



NapalmMan's only Null-Element attack, a small cannon pops up from the floor in the same row and targets the Panel you're standing on, attacking multiple times. There's a pause between the target-lock and the cannon's attack, so a simple side-step is enough to avoid it. The gun also acts as a shield against frontal attacks should NapalmMan get behind it, but it can be deleted with a Break-style Chip.

### Firebomb

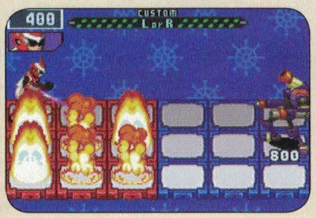
| Version | Damage |
|---|---|
| 1 | 40 |
| α | 70 |
| β | 180 |
| Ω | 240 |
| DS | Variable |



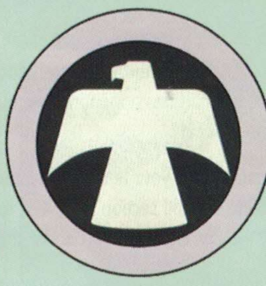
When NapalmMan launches two smaller bombs into the air, carefully watch where they land. The bombs explode immediately on impact, but the real danger is that a short second later the four Panels to each side are also covered in fire. In your first bout at least, there's enough time to sidestep the initial explosion, then step back into the Panel the bomb landed on to safely avoid the secondary explosion!

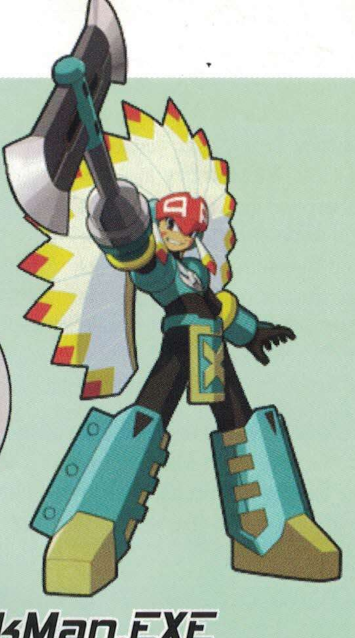
### Napalm Bomb

| Version | Damage |
|---|---|
| 1 | 60 |
| α | 80 |
| β | 240 |
| Ω | 300 |
| DS | Variable |



Watch out for the giant targeting reticule! Once it locks on, NapalmMan unloads a gigantic Napalm Bomb that causes every surrounding Panel to erupt in flames! Whatever you do, avoid letting it target you in the center Panel! The flames come in two waves, so it's *possible* to slip into a safe zone should he attack the entire field. It's a lot safer to just make sure he tags you at the edge of your area, preferably a corner, to give you the most room to run and counterattack.





## Opponent
## TomahawkMan.EXE

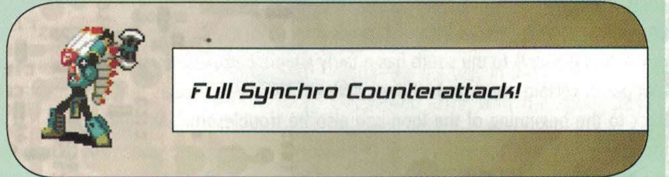
**Operator**

**Dingo**

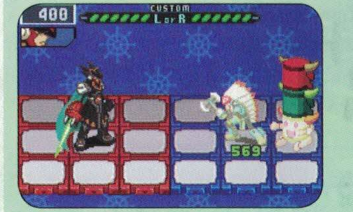
**Element**

**Wood**

| Version | HP |
|---|---|
| 1 | **700** |
| α | 900 |
| β | 1400 |
| Ω | 1800 |
| DS | 600 ~ 1600 |



*Full Synchro Counterattack!*

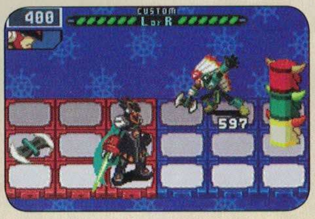


Fighting TomahawkMan is interesting. He sacrifices one Panel to put up his totem, which has different effects depending on which face is visible. The low white face restores TomahawkMan's HP, the center green one grants him temporary invincibility, and the top red one signals an attack! These can really make fighting TomahawkMan frustrating. Striking the totem with a strong attack turns the faces back around, cutting their effects short, so try to have a charged Buster ready.

TomahawkMan also has Super Armor, meaning he doesn't flinch when hit by attacks, so forget about trying to knock him out of his moves! Fortunately, you should have plenty of Fire-Element Chips by this point, including the potent FireHit series. Also, TomahawkMan isn't terribly fast, so he's not as likely to dodge the blow. Astroid can also be helpful, since it may strike the totem, too!

### Tomahawk Air Raid

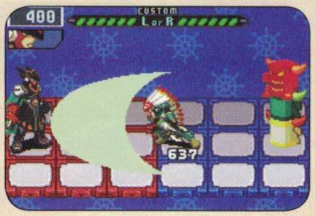
| Version | Damage |
|---|---|
| 1 | 30 |
| α | 60 |
| β | 120 |
| Ω | 200 |
| DS | Variable |



By itself, this is a simple and comparatively slow boomeranging attack; the tomahawk changes course once to home in on your position before retuning to TomahawkMan. Unfortunately, TomahawkMan likes to mix this up with other attacks, so dodging this could potentially put you in the path of another move.

### Tomahawk Swing

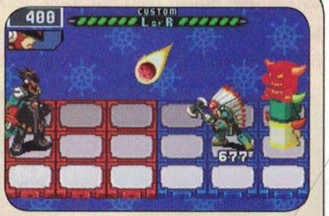
| Version | Damage |
|---|---|
| 1 | 40 |
| α | 70 |
| β | 160 |
| Ω | 240 |
| DS | Variable |



The Tomahawk Swing has the range of the LifeSwrd Program Advance, slicing through two entire columns. There's a very visible pause before he swings, so take this time to book it to the back column, since you can't shock him out of the move!

### Totem Meteor

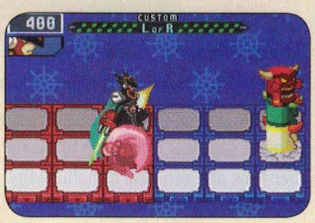
| Version | Damage |
|---|---|
| 1 | 20 |
| α | 40 |
| β | 80 |
| Ω | 150 |
| DS | Variable |



When the top red totem face is turned toward you, meteors rain down from the sky onto random panels. Dodging these and TomahawkMan's own attack is tricky, so have the charged Buster ready to strike the totem and cut the rain short.

### Rolling Tomahawk

| Version | Damage |
|---|---|
| 1 | 60 |
| α | 80 |
| β | 200 |
| Ω | 300 |
| DS | Variable |



An incredibly vicious move used once his HP dips low, TomahawkMan leaps to the top of his totem pole, then comes down as a spinning buzzsaw of energy, target-locked on your Panel! Avoid stepping backward to dodge, though, as he also creates an energy splash that damages the Panels between him and the left edge of the field! This move also cracks the Panel he lands on, so be extra careful.

With the Booster System now in your hands, it's time to determine what to do with your opponent. Clearly, they're good at clearing out groups of Navis—perfect for mowing down the army in front of End Area 1! Once you're back at the docks, take whatever route to End Area 1 you wish and watch your new teammate go to town!

D-Dr.Regal…
forgive me…!

## Liberation Mission #4

### Team ProtoMan

| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| ProtoMan | 400 | WideSword (70 DMG) | StepSwrd B (100 DMG) |
| MagnetMan | 550 | MagMissile (50 DMG) | NSTackle M (100 DMG) |
| GyroMan | 300 | Tornado Arm (30 DMG) | Airforce G (50 DMG) |
| NapalmMan | 300 | N/A | Napalm N (100 DMG) |

### Team Colonel

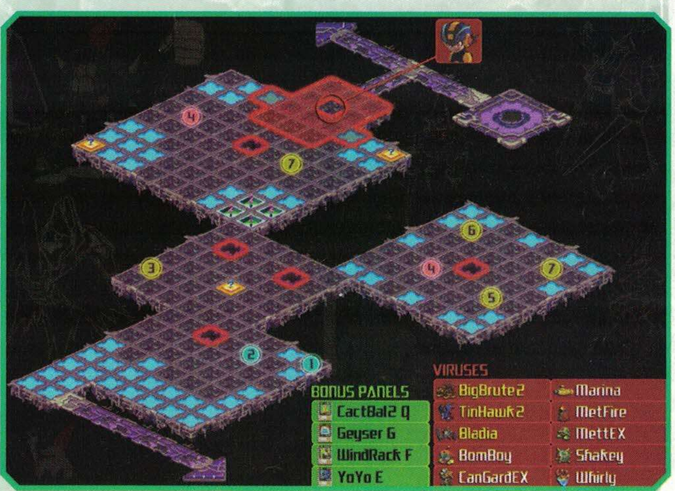
| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| Colonel | 400 | Screen Divide (60 DMG) | C-Cannon C (100 DMG) |
| KnightMan | 550 | R.W.B. (100 DMG) | KCrusher K (100 DMG) |
| ShadowMan | 300 | Shuriken (80 DMG) | SplitUp S (80 DMG) |
| TomahawkMan | 300 | Tomahawk Swing (60 DMG) | T-Swing T (100 DMG) |

### Completion Prizes

| Phases | Item |
|---|---|
| 8 or less | FullCust * |
| 9~10 | AntiNavi M |
| 11 or more | 4000z |

### Item Panels

| Number | Item |
|---|---|
| 1 | 2400z |
| 2 | AqWhirl2 O |
| 3 | 2 Order Points |
| 4 | Heart (+400) |
| 5 | BarrierKey2 |
| 6 | BarrierKey1 |
| 7 | 3 Order Points |

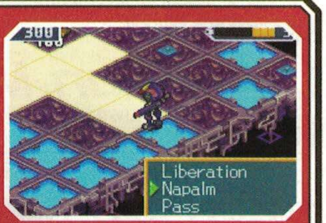


### NapalmMan.EXE

Command: Napalm

Charge Shot: N/A

NaviChip: Napalm N



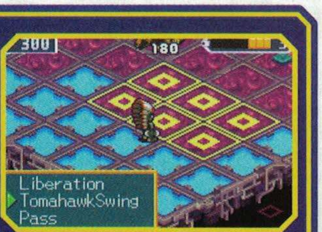
*On the map, the Napalm Command clears out a cross-shaped stretch of six Panels, which is useful for cutting paths to your objective, although your teammates will likely be at a field disadvantage. Be careful, though, as this also destroys any non-BarrierKey Item Panels. In battle, NapalmMan takes some work to get used to. He has no charged Buster attack; instead, his normal shot fires a Vulcan-style triple-shot attack at five points of damage per shot (though it gets stronger each successive Mission), with the Vulcan's splash effect, as well. Hold down the button and he keeps on firing. He takes damage by standing on Sea Panels, and his NaviChip Napalm attack lobs four Panels ahead instead of the standard three. On the other hand, it has a 3x3-Panel explosion and does double damage to any enemies on Grass Panels, making 1-Turn Deletions super-easy! Remember that he's weak to Aqua attacks, and since this area is infested with Marinas and Whirlys, he could be in trouble if you're not careful!*

### TomahawkMan.EXE

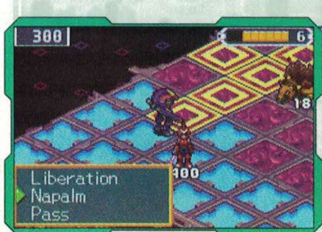
Command: Tomahawk Swing

Charge Shot: Tomahawk Air Raid

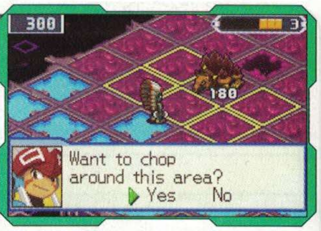
NaviChip: T-Swing T



*TomahawkMan's primary contribution is his ability to clear out a 3x2 area with a single Liberation battle, giving your other Navis a lot more room to work. The only problem is that this move destroys any Item Panels within the range! Well, except for BarrierKeys; those are safe from his swing. In battle, Tomahawk has a few advantages, mainly a strong offense (his normal Buster does three points of damage uncharged), the Tomahawk Air Raid's boomeranging ability to strike multiple times, plus his powerful T-Swing, which combined with a Fan can crush enemies easily. Defensively, he has Super Armor to keep him from being shocked out of attacks, plus the ability to restore HP through standing on Grass Panels. He also has an UnderSht program automatically installed, restoring 1 HP if he dips to zero once per fight. However, he's a bit slow on the attack, has low HP, and a weakness to Fire, so keep him away from BigBrutes!*



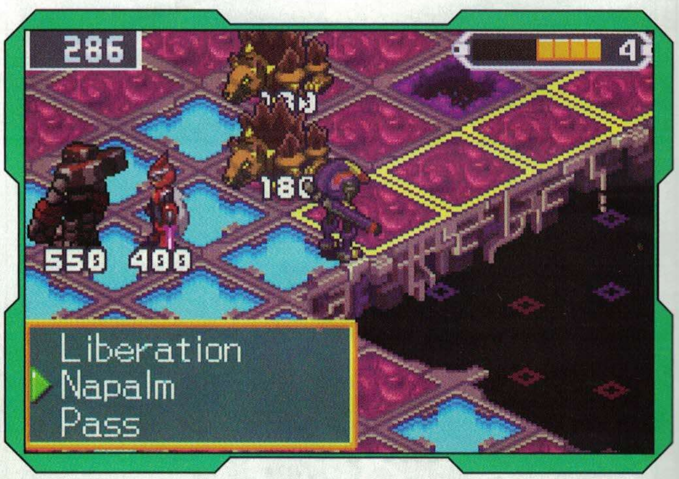
Since Order Points are at a premium, your first objective is to acquire a few more. Send your Mobile Navi into the northeastern section of the map and Liberate the Item Panel in the northwest corner to get **three Order Points**. Next, clear a path to the Dark Hole just ahead with your Offense Navi. For *Team ProtoMan*, have NapalmMan attack with his Napalm Bomb to clear a path directly to the Dark Hole on its left, open for your Defense Navi to take out the Hole right away, bypassing the BigBrute. They'll have to do it while surrounded, so be ready for that. From there, have your Leader use another Order Point to clear a path to the Item Panel up ahead, so you can grab it first thing next Phase.



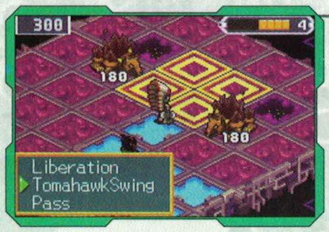
Want to chop around this area?
Yes No

For *Team Colonel*, send TomahawkMan into the small gap and have him use his Tomahawk Swing. He'll be surrounded, but he actually thrives here since it means no Virus can escape his T-Swing NaviChip. Another Navi must take out the BigBrute2 to make a path to the Dark Hole for your remaining team member, but at least you'll have an expanded field against the BigBrute and an even one for the Dark Hole. Your first move in the next Phase should be to send your Leader forward and use an Order Point to clear a path to the Bonus Panel.

During Phase 2, you'll likely have to deal with a TinHawk2. Luckily, none of the Dark Holes spawns any more TinHawks, so get it over with now rather than let it pick away at your Navis' HP or waste Order Points by using the Magnet Barrier. Have your Defense Navi take it on and take it out.

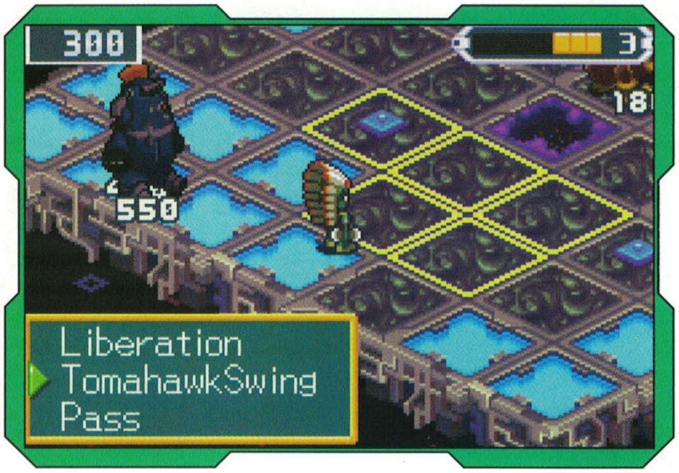


Once you have your path to the Bonus Panel, send your Offense Navi in to claim it. From there, how you proceed again depends on who's on your Team. NapalmMan's Command can clear out a path to the right of the right-side Dark Hole that gives your Leader Navi an even field of battle when they tackle the Hole proper, so do so.



TomahawkMan can clear out the four Dark Panels between the two Holes with his Command. Unfortunately, this leaves him open to attack by the nearby BigBrute2 unless you do something about it! In this case, it's all up to your Mobile Navi ShadowMan since he's probably the only one with a move left this Phase; bring him back to clear out the right Dark Hole and delete the BigBrute2 it spawned, sparing TomahawkMan some pain. With successful Liberations, the BigBrute2 to the left can't get into position to strike this Phase in either version of the game.

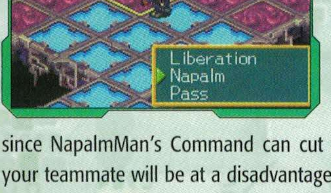
Next, send your Mobile Navi back to the northeast section and Liberate the Item Panel in the northwest corner to claim the **BarrierKey1**. Calculate where the BigBrute2s can move to so your Navi can claim the Key without being attacked during the Darkloid Phase—of course, a 1-Turn Liberation helps there immensely.



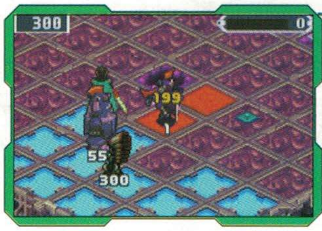
Now it's time to help out your Mobile Navi, since the path to the east is clear. NapalmMan's Command can clear a path directly to the Dark Hole, giving GyroMan an opening to take out the Dark Hole, removing the BigBrute2s from the map and claiming a **Heart** that restores 400 HP! Then have ProtoMan WideSwrd an opening to the western Dark Hole back in the center section, giving MagnetMan a clear path to take it out. On your next Phase, have MagnetMan claim the **BarrierKey2** to open up the path to the next area.

Unfortunately, Team Colonel can't get both Dark Holes in this single turn, but don't fret. Send KnightMan in to Liberate the single Panel that allows you into the clear Panel directly south of the Dark Hole, then have TomahawkMan use his Tomahawk Swing from there. This sacrifices the Item Panel, but cuts a clear path to both the Dark Hole and the Item Panel that contains the BarrierKey2. Finally, send Colonel in to clear out the Dark Hole, since he's better-suited to taking out BigBrutes. In the next Phase, have KnightMan claim the **BarrierKey2**, then send Colonel to take out the Dark Hole you left back in the center.

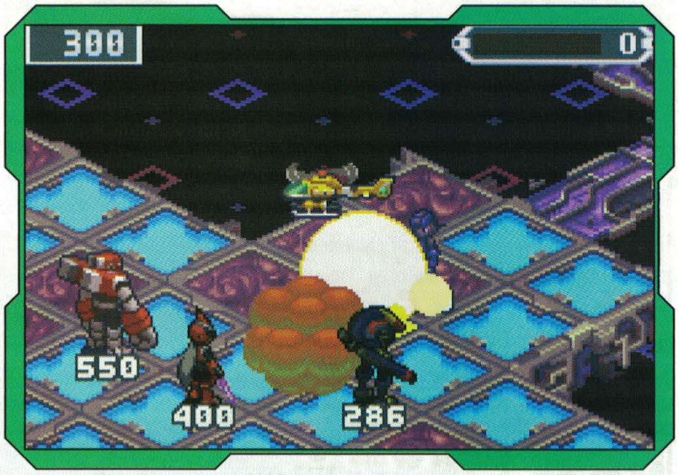
*Don't forget that these strategies assume that you're not pulling off 1-Turn Liberations as you go along, which can alter how you approach your targets. Here, for example, if KnightMan manages a 1-Turn Liberation when clearing a path for TomahawkMan, you can claim the Heart with a normal Liberation… and a successful 1-Turn there gives you a path to the Dark Hole (albeit one with a field disadvantage) without using an Order Point! It's tricky, but doable with the right Chips!*



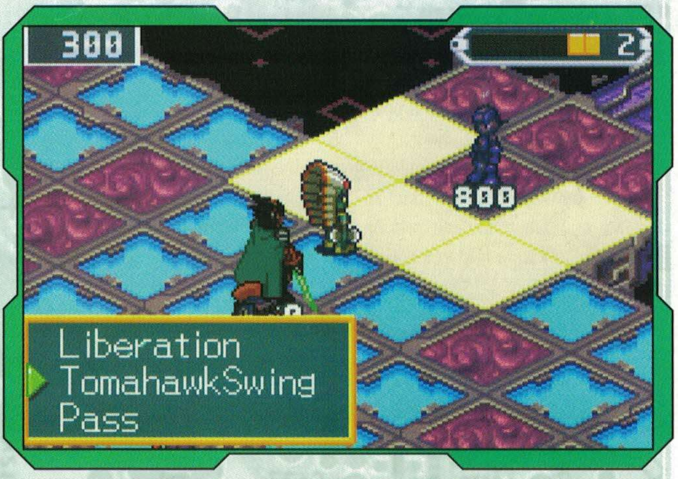
There are two open Bonus Panels waiting for you now that the Barrier Panels are unlocked, so send in your Mobile Navi to claim them both! A Major Hit here can be really nice, taking care of the nasty Bladia sub-boss instantly. Although in Team ProtoMan, it doesn't matter too much, since NapalmMan's Command can cut a path directly to the Dark Hole, though your teammate will be at a disadvantage field-wise. With the Dark Hole and Bladia gone, have your Navi of choice open up the Item Panel to the right, claiming **three Order Points**.



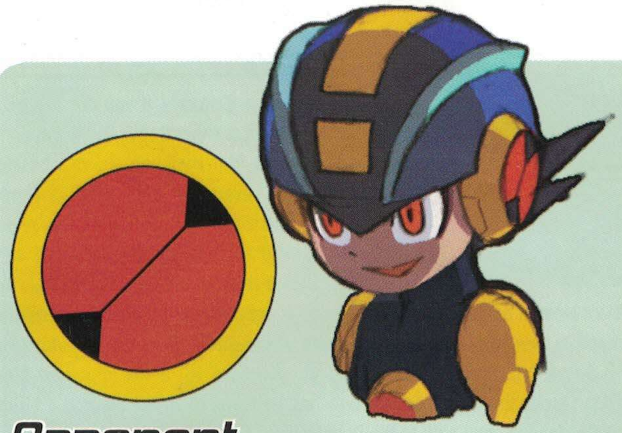
In *Team Colonel*, if you don't score a Major Hit at either Bonus Panel and don't have all four members active, consider having everyone Pass this turn and restore some HP, making sure they're out of the Bladia's range. You're going to want all four team members ready to tackle the final Dark Hole in one Phase. Once everyone is active, have TomahawkMan use his Command to clear out a space to the south of the Bladia, then have ShadowMan use his Sneak Attack Command to drop the sub-boss' HP down to 1. Next have KnightMan tackle the Bladia; since it only has 1 HP you're all but assured a 1-Turn Liberation, clearing out a path to the Dark Hole for Colonel!



Now that the Locked Panels are clear, it's time for your final offensive. Team ProtoMan should start with ProtoMan's WideSword, taking out the first row of Panels between you and DarkMega. Then use another Order Point on NapalmMan, clearing out a path to either side of DarkMega, plus one Panel to his side. Send in GyroMan, using your final Order Point on a Bomb Liberation to the other side of DarkMega, leaving him at a field disadvantage when you send MagnetMan in after him.



For *Team Colonel*, have KnightMan Liberate the Item Panel to the right, earning **three Order Points**. Now you have a choice to make. If you're on Phase 6 or 7 (or don't care about obtaining the top prize), have your remaining Navis Pass to restore any lost HP, staying out of DarkMega's attack range. On the next Phase, send Colonel in to use his Screen Divide, then TomahawkMan's Tomahawk Swing to slice the final column away, as well as the Dark Panels to DarkMega's sides, giving you a field advantage! Now, you can use your final Order Point on ShadowMan's Sneak Attack to slice 200 HP off DarkMega, leaving him open for KnightMan's onslaught. Or, if you're not feeling that confident in KnightMan's ability to take out DarkMega, have ShadowMan tackle him with KnightMan acting as backup. If you have an AreaGrab, DarkMega's a sitting duck!



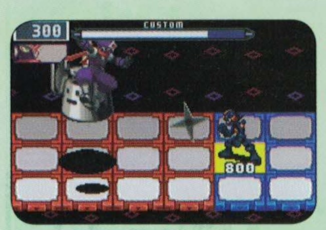
# Opponent DarkMega.EXE

| Version | HP |
|---|---|
| 1 | **800** |
| Ω | 2000 |

**Element**

**Null**

*Full Synchro Counterattack!*



DarkMega doesn't have anything you haven't seen before; in fact, he uses your current Folder as his repertoire of attacks, including any potential Program Advances! He also has a few standard moves on top of your Folder, but you've seen them before. The individual Buster shots do pittance for damage, and are more an annoyance than anything else since they don't even cause your Navi to flinch. He does have one advantage the player-controlled MegaMan doesn't, though–the ability to warp to any Panel on his field, not simply in the four compass directions. And he's fast at it, too! As such, your options for tackling him are pretty wide open, but confining him to the far edge is your best bet. Still, with the ground-breaking Quake attack, MagnetMan and ShadowMan have a distinct advantage in this fight thanks to their floating ability, not to mention their tracking attacks make hitting DarkMega even easier. You definitely want to start this fight with a field advantage.

| MegaBuster | |
|---|---|
| Version | Damage |
| 1 | 1 |
| Ω | Same as Player |

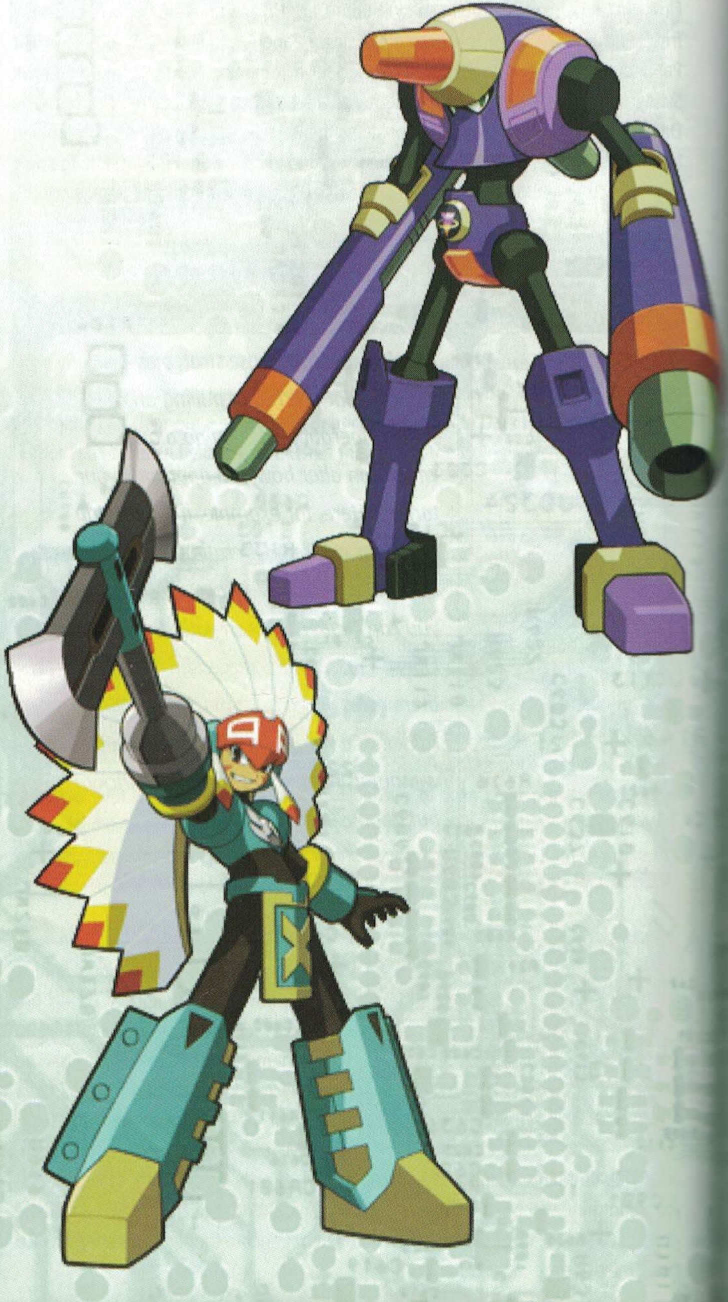
| Cannon | |
|---|---|
| Version | Damage |
| 1 | 40 |
| Ω | 100 |

| Quake | |
|---|---|
| Version | Damage |
| 1 | 80 |
| Ω | 200 |

| DarkSword | |
|---|---|
| Version | Damage |
| 1 | - |
| Ω | 400 |

Thankfully, you don't have to deal with this attack in your first bout with Dark MegaMan. But when you do, it's a doozy. It has the range of the LifeSwrd Program Advance and is quick on the release, so stay well back when DarkMega's in the front column!

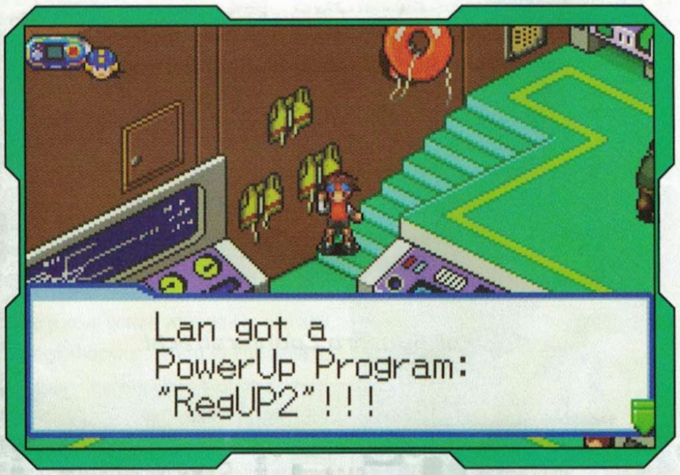
Even the Dark Power can't contain MegaMan! Now that he's free of the evil influence, you've got your top Navi back and ready to go! Not only that, but his soul resonates with the newest team member, granting him the power of the **Napalm Soul** or the **Tomahawk Soul**!



# Part 5
# The Temple of Treacherous Traps

## Boss: CosmoMan.EXE

Now that MegaMan's back, things are really on a roll now, especially since a new member of the team has just been brought in to help Liberate End Area 5. Still, before you head to the next mission, you have some catching up to do with MegaMan! First off, talk to your commander and get the **Folder2**, a customizable extra Folder for you to use. Play around with it if you'd like, forming a Folder geared toward a Double Soul or Team Navi of choice. Read the email on the Chaos Unison, a dangerous but decidedly powerful new ability in MegaMan. Don't forget to reprogram the Navi Customizer to account for your extra space and new Programs. Plug into the computer in Mission Control and talk to the Mr. Progs to get the **SciBannr**, giving you a shortcut between the SciLab HP and Lan's HP! Now head out to pick up and/or purchase the HPMemory items that your Leader Navi couldn't claim on the ship and other areas.

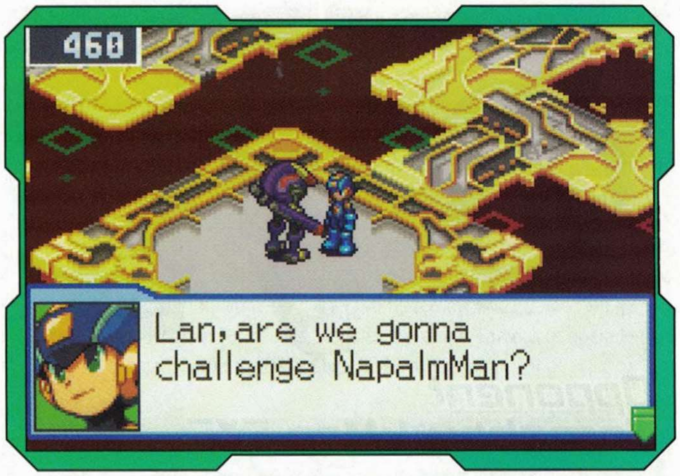


Lan got a
PowerUp Program:
"RegUP2"!!!

There's a little more to do now while you're out and about that wasn't available before. Check the life jackets in the ship's Bridge now, a **RegUp2 Upgrade** is hidden inside!

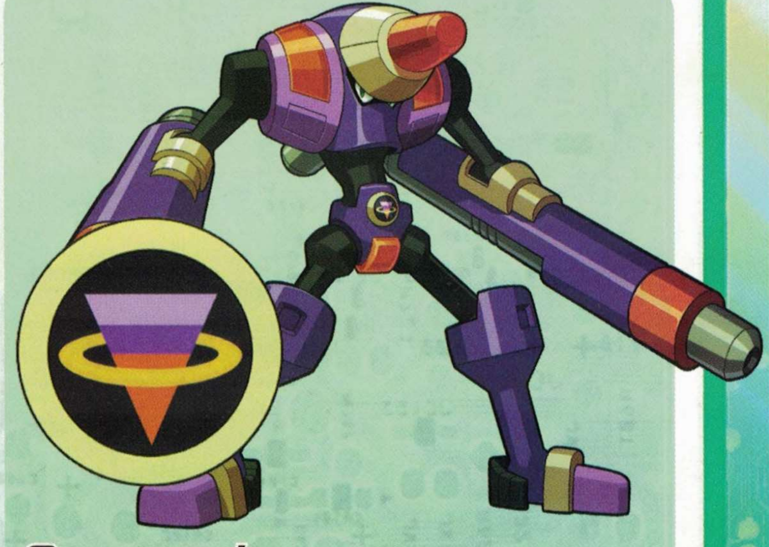
*The young boy on the bridge of the Queen Bohemia is after a SloGauge * Chip, a semi-rare one that is mainly available in Battle Mystery Data in the End Area systems. He's willing to trade a* **NrthWind * Chip** *for it! The only other place you can obtain this Chip with this Code is at a Chip Trader Special that won't be available for quite a while. This starts a chain of trading that ultimately ends up with the* **DarkInvs I Dark Chip** *in your possession. You don't need to go through the entire chain, since you can obtain all of these Chips by other means (although not necessarily in these Codes) and some you may not really make use of. Figure out which Chip you'll get the most use out of and stop the trading chain there.*

| Who | Obtain |
|---|---|
| Boy on Bridge | NrthWind * |
| Navi in WineCaseComp | GrabRvng F |
| Man on Oran Isle | VDoll T |
| Navi in SquirrelComp6 | AntiDamg * |
| Lady in Mum Room (Ch.6) | DarkInvs I |



Lan, are we gonna
challenge NapalmMan?

Digital copies of NapalmMan and TomahawkMan are waiting for you in the southeast section of End Area 1. Give 'em a thwacking to add another Chip to your Data Library.

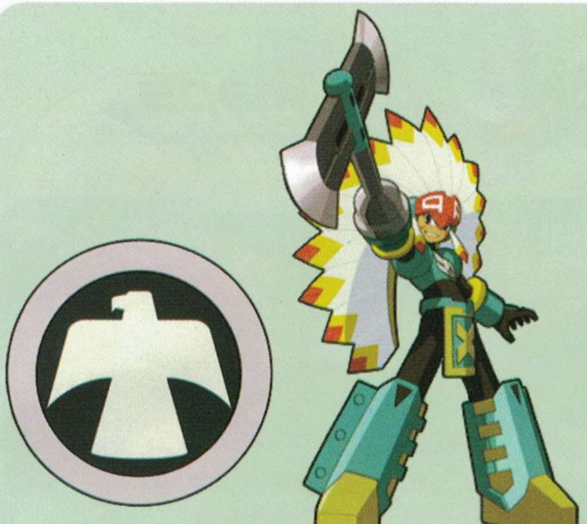


## Opponent
## NapalmMan.EXE

**HP: 1000**

**Element**
🔥
Fire

| Attack | Damage |
|---|---|
| Fire Bomb | 70 |
| Napalm Bomb | 80 |
| Vulcan Arm | 3x20 |



## Opponent TomahawkMan.EXE

**Element**

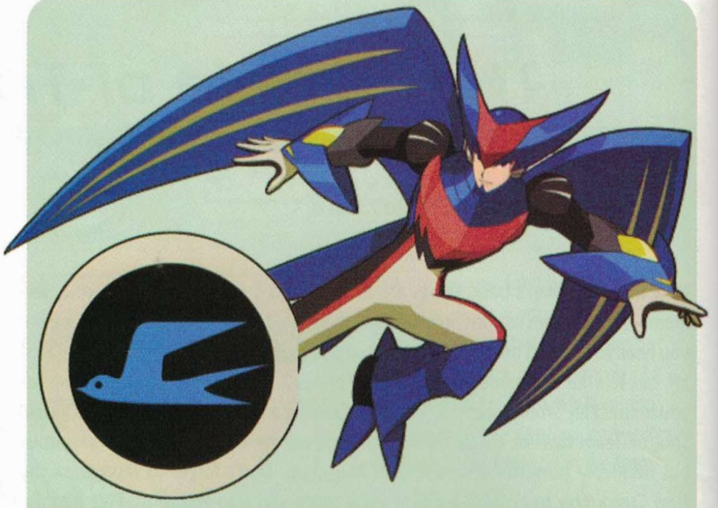
**Wood**

**HP: 900**

| Attack | Damage |
|---|---|
| Tomahawk Air Raid | 60 |
| Tomahawk Swing | 70 |
| Totem Meteor | 40 |
| Rolling Tomahawk | 80 |

Can you fathom my aerial attack, unlike no other?

Speaking of NetBattles and End Area 1, there's an invisible path on the western end there (where you claimed the RegUp2) that leads to a warp. On the other side of that is a dark, dangerous area: Undernet 1! The enemies there are tougher, but the rewards are pretty nice. Make your way to the south and take the warp there to a small island to meet a new solo NetNavi, LarkMan! He's eager to test his skills against anyone who'll give him a challenge. Like with GridMan, losing this battle doesn't mean deletion, and you can challenge LarkMan over and over to get copies of his **LarkMan S Mega Chip**.



## Opponent LarkMan.EXE

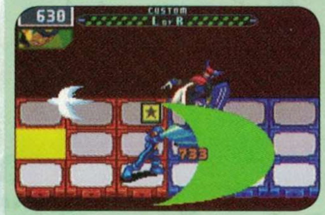
**Element**

**Null**

**HP: 1000**

| Version | HP |
|---|---|
| 1 | 900 |
| α | 1200 |
| β | 1500 |
| Ω | 1900 |

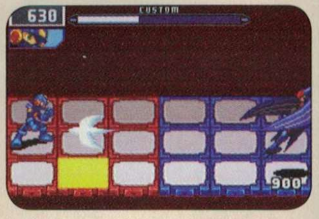
*Full Synchro Counterattack!*



Incredible speed is LarkMan's main strength, although he does pretty good damage per hit, as well. On the other hand, he's also predictable, with a somewhat set attack pattern. He moves four times, fires a Lark Cutter, four more moves, another Cutter, and then four moves later he uses one of his body-check moves, neither of which are too hard to dodge if you keep your wits about you. Even though his HP isn't visible during his body-check attacks, he *is* vulnerable to attack then! The Slasher Chip is effective, but don't rely on it. Quick timing and wide-effect attacks are crucial to beating him.

**Lark Cutter**

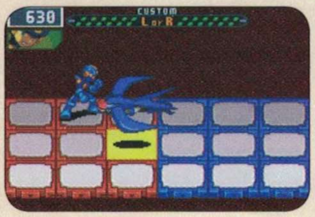
| Version | Damage |
|---|---|
| 1 | 80 |
| α | 100 |
| β | 140 |
| Ω | 200 |



This looks like a straightforward projectile move, but watch out. Once it hits the edge of the battlefield, it turns to come back at you from behind. It takes some fancy footwork, but you can dodge provided you stay out of the back column. This move has a strike-effect similar to the Vulcan; you don't get temporary invincibility if it hits you, which can lead to quick double damage! LarkMan can't move while the Cutter is in the air, so sidestep and counterattack quickly! This is when he's at his most vulnerable!

## Air Dive

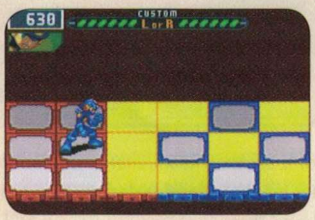
| Version | Damage |
|---|---|
| 1 | 80 |
| α | 100 |
| β | 140 |
| Ω | 200 |



A comparatively slow move for LarkMan, this time he swoops from the sky through an entire row of Panels. On the other hand, if he hits you, he destroys any Battle Chips you have waiting to be used! Do *not* get directly in his flight path! Use a wide-effect attack and nail him in the middle of the dive.

## Lark Drive

| Version | Damage |
|---|---|
| 1 | 120 |
| α | 140 |
| β | 180 |
| Ω | 240 |



Watch out when a large group of Panels start flashing yellow. You don't have much time at all to find a safe spot before LarkMan swoops in and strikes every one of them with super-speed. It's incredibly difficult to time a counterattack to hit him in the middle of this move! Thankfully, the leftmost target Panel is usually the one you're standing on, so a back-step is enough to dodge.

…Hey, I know.
Let's test it
right now!

Once you've gotten your power-ups and finished shopping, return to End Area 2, replaying the Liberation Mission if you'd like to pick up more Chips. A HeelNavi there willingly gives up the **DrkRecov H Dark Chip**, but then attacks you! Fight off his Viruses and claim your prize, then head on to End Area 3.

## Battle 1: Marina x2, WindBox

End Area 3 requires a lot of roundabouts to get to where you need to go. Be sure to take the side-trip to grab the **HPMemory** before taking the ramp to the upper level. Once there, head south and down the *second* ramp you come to, which takes you to the next ramp back up. From there it's a short hop back down and to the cyber-pagoda in the center of the area, and the entrance to End Area 4 is just to the west.

It'll take a bit of
time but it'll open.

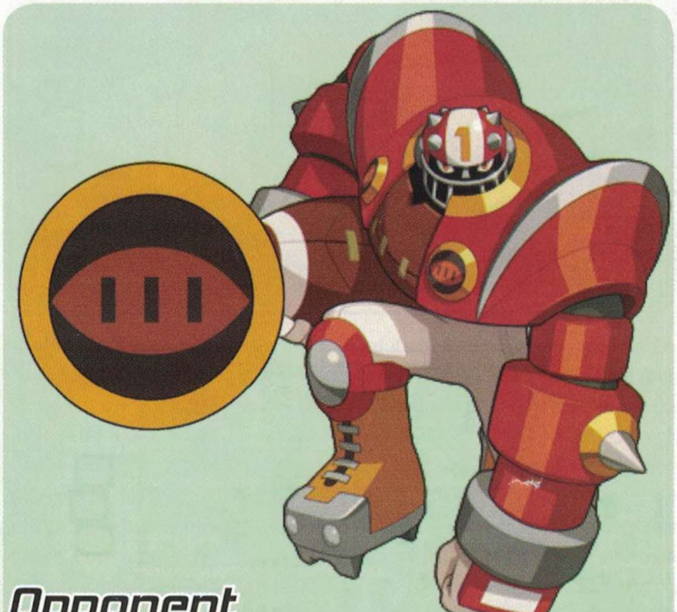
Once in the darkened End Area 4, head down the ramp and work your way north. Your objective may be on the upper level, but naturally you have to take the long way around. There's a **VarSwrd V** in the Locked Mystery Data, which can be nice. Grab the **SpinYllw** item for the Customizer on the northern bend, then make your way west then south to reach the ramp back up and reach your destination; the big gate to the north. Your new Brain Navi teammate takes a crack at the electronic lock, but it looks like it won't be opening today.

Lan decides to check Dad's lab for clues while he's at SciLab. Check the big computer (not the PC), and find you need someone skilled in data analysis to get in. As luck would have it, they're at the SciLab front by the path to the docks! Talk to your newest teammate, then return to Dad's lab to get this started… and find a note from Grandpa about "Gow." Weird. LAN copies it to his PET, getting the **GpsLetter**.

"Gow is… …cleans the
air at the island
coal mine…

Hmm. Gow. Maybe Mom knows something about it? Talk to her and she mentions a dog named "Gow." Take a look at the dog house through the window… there's writing there? How long has that *been* there? The writing tells you where to go now: the AirFilterComp at Oran island.

If you're feeling like you might be *ready for some football* while you're on Oran Mountain, skip OldMine 5 now to save a little travel time and head up to Mr. Famous. He's upgraded GridMan to alpha-level if you've bested the first version. You get the same **GridMan F Chip** for beating him, but it prompts Famous to upgrade him again so you can earn better GridMan Chips in the future.



## Opponent GridMan.EXE

**Element**

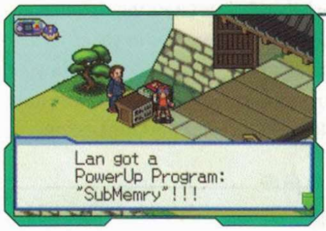
▪

**Null**

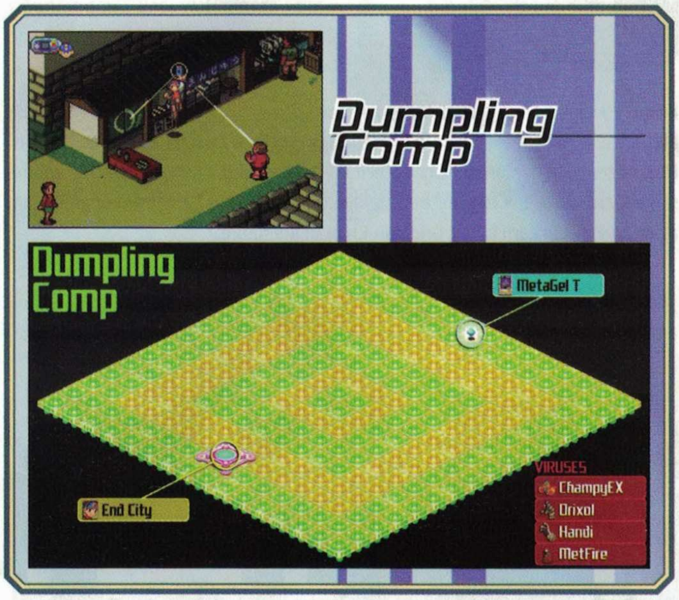
**HP: 1000**

| Attack | Damage |
|---|---|
| Hell Tackle | 80 |
| Bound Throw | 80 |
| Magnum Kick | 100 |
| Death Touchdown | 120 |

When you're ready, Jack In to the AirFilterComp in OldMine 5 and check the northeastern corner with the A button to find the **MemData**. Big fish, eh? Well, there's no bigger fish than the ones on top of the castle in End City! Thankfully, Lan is instantly brought back to the base of the mountain. Jump on the boat and head for End City!


Lan got a
PowerUp Program:
"SubMemry"!!!

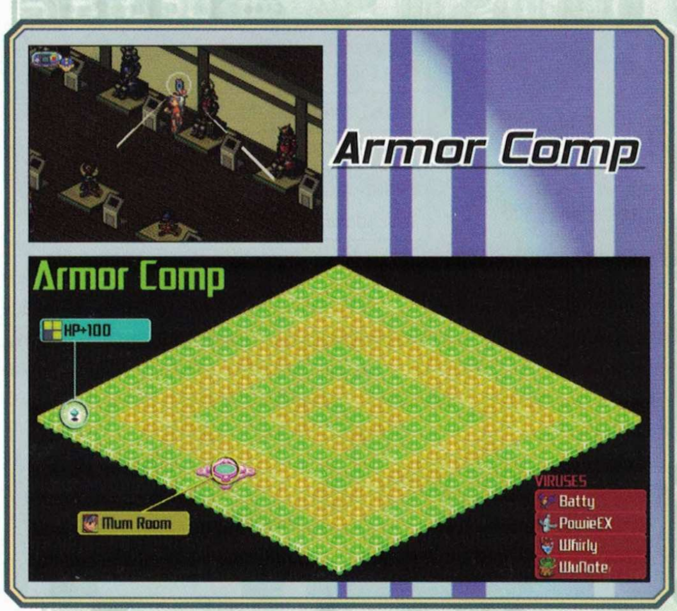
End City's a bit of a tourist trap, really, being part museum as well as a monitoring system. Check around before you enter the castle proper; there's a SubChip Dealer to the south, plus the stone statue serves as a Jack-In point to End Area 2, providing a much-needed shortcut! Also, check out the right edge of the table at the castle gate to find a **SubMemry Upgrade**!

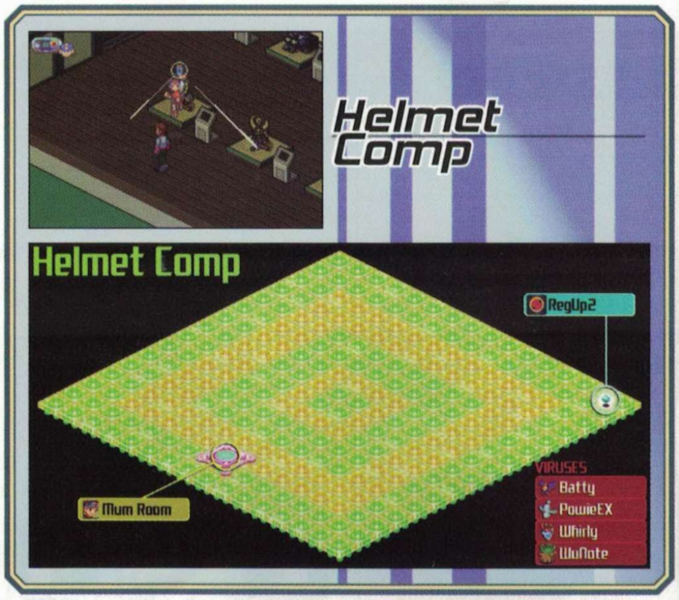

Dumpling Comp
Dumpling Comp
MetaGel T
End City
VIRUSES
ChampyEX
Drixol
Handi
MetFire

**End City SubChip Dealer**

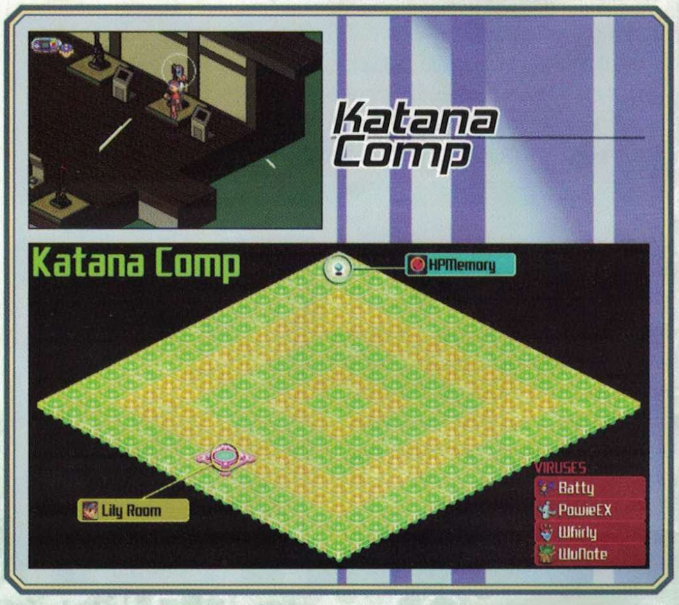
| Item | Cost | Stock |
|---|---|---|
| FullEnrg | 1000z | ∞ |
| Unlocker | 4000z | ∞ |
| LocEnemy | 6000z | ∞ |

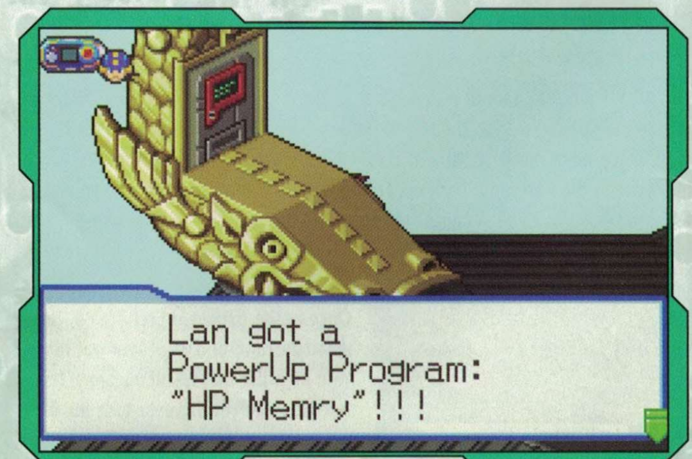
Hey, isn't that your newest teammate at the castle gate? And they're being weird. Oh, well. Talk to the man at the front gate to learn that the castle is closed due to illegal accessing of the castle's systems in End Area 3. Jack In to the statue and make your way to the pagoda… hey, why is your teammate messing with it? But the system seems okay, so Jack Out and talk to the man again to get access to the castle!


Armor Comp
Armor Comp
HP+100
Mum Room
VIRUSES
Batty
PowieEX
Whirly
WuNote

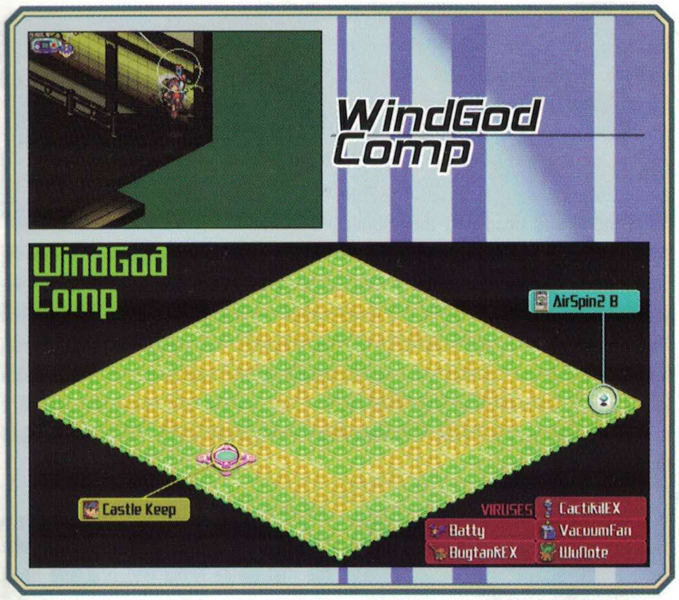

Helmet Comp
Helmet Comp
RegUp2
Mum Room
VIRUSES
Batty
PowieEX
Whirly
WuNote

Inside the Mum Room, check the far-left suit of armor to find a **RegUp1 Upgrade**, Jack In to the available devices, then head into the Lily Room and do a little looking around there.

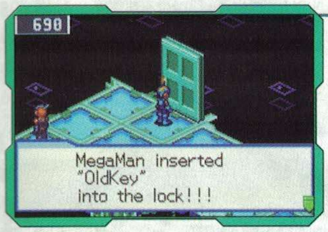

Katana Comp
Katana Comp
HPMemory
Lily Room
VIRUSES
Batty
PowieEX
Whirly
WuNote


Lan got a
PowerUp Program:
"HP Memry"!!!

Keep going, taking the long catwalk in the Mum Room to the Castle Keep and snoop there. Jack In to the statue in the center to visit the GargCastle HP, a fairly simple affair. Be sure to talk to the Mr. Prog to get a **CasBannr** for a nice shortcut to Lan's HP! Jack Out and head to the outside, slipping back in from the southern side of the building. This route takes you to the roof; check the back of the western gargoyle to claim an **HPMemory**!



Now check the eastern fish's visible eye to get another mysterious message sending you to ACDC 3, as well as an **OldKey**. Grandpa sure wanted you to work for this! Good thing you really don't have to go far; take the link from the GargCastle's HP to Lan's, then HP-jump to Dex's to put you right at the entrance to ACDC 3!

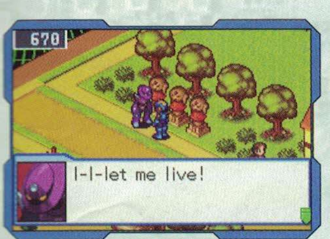


MegaMan inserted
"OldKey"
into the lock!!!

ACDC 3, fourth square, facing the way to Oran… open the center. Check the square with the A button, and a glowing doorway appears! You're given a chance to prepare before you enter, so take the time to save the game and have a good Folder ready!

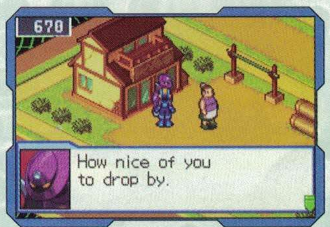
Did he understand!?

It's… ACDC Town! Kinda. A Digital copy of it as it appeared 11 years ago. Neat, huh? Wander around to see what life was like before the Hikari twins, but be careful. This is a digital area, so there are Viruses. BugTankEXs, CactikilEXs, and WuNotes wander around. Talk to everyone, especially the very loud doggie, Gow. Mega's about to head back when a squad of Nebula HeelNavis appears! So much for peace and tranquility! Hunt down all six HeelNavis and take them out!



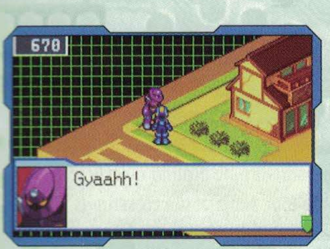
I-I-let me live!

**HeelNavi 1**



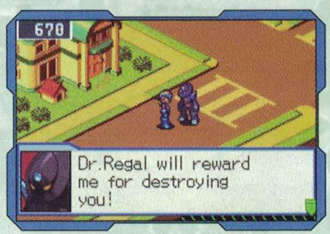
How nice of you
to drop by.

**HeelNavi 2**



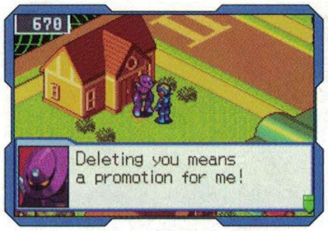
Gyaahh!

**HeelNavi 3**



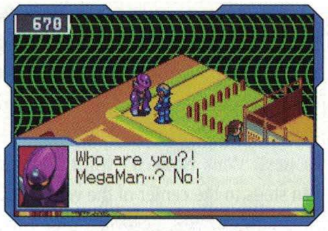
Dr.Regal will reward
me for destroying
you!

**HeelNavi 4**



Deleting you means
a promotion for me!

**HeelNavi 5**

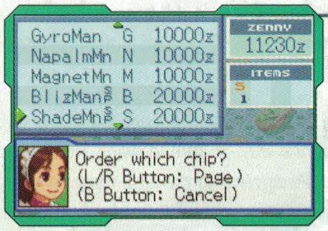


Who are you?!
MegaMan…? No!

**HeelNavi 6**

- **HeelNavi 1: Metfire, Shakey x2**
- **HeelNavi 2: BugtankEX x2, WuNoteEX**
- **HeelNavi 3: BomBoy x2, Shakey**
- **HeelNavi 4: PowieEX x2, WuNoteEX**
- **HeelNavi 5: HandiEX x2**
- **HeelNavi 6: Marina x2, Shakey**

With the HeelNavis cleared out, it's time to leave. But before you do, say 'hi' to your new team member… who proclaims he's working for Nebula! Best report this to your leader, so head to SciLab and Mission Control! Talk to your leader, and they recommend you sleep on the problem. Well, Lan's real good at sleeping. So off to home and bed!



```
GyroMan   G  10000z     11230z
NapalmMn  N  10000z
MagnetMn  M  10000z
BlizMan   B  20000z
ShadeMn   S  20000z
```

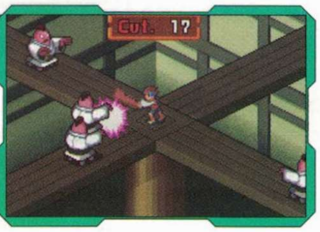
Order which chip?
(L/R Button: Page)
(B Button: Cancel)

Ooooh, something fishy is afoot. And now communications are going wonky, and it's likely the pagoda system in End Area 3. The quickest available net-route right now is from the bronze statue in End City, which puts you in End Area 2 right near the link to End Area 3. Mind, before you go, you might want to check out Higsby's shop, as the new Order System is in place! This lets you order any Standard or Mega Chip in your Data Library (one pre-set Code only!), which arrives after a little while. They tend to be a little more expensive this way, though. Download a friends' Library via the Game Boy Advance Link to get access to Chips you hadn't yet collected!

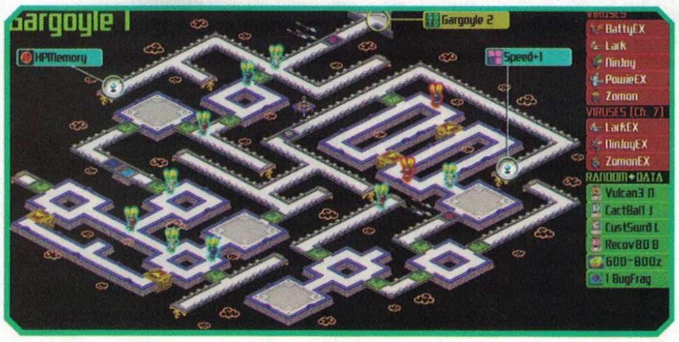
Maybe it has to
do with the door
in there…

Head to the cyber-pagoda and check it out. MegaMan can't do anything here; he has to fix the system inside the Gargoyle on the castle roof. Sadly, you can't reach the roof just yet; the doorway in the Lily Room is locked and the samurai hologram is missing some important gear–a helmet, a katana, and some armor. Jack In to each of the available displays and talk to the Navi in each. You must face down some Viruses to get the hologram data from each, but with all the **KtnaData**, **ArmrData**, and **HelmData** installed in the hologram, the door ahead is opened!

- **Katana: DrixolEX x2, Eleogre**
- **Armor: NinJoy x2**
- **Helmet: Batty, Zomon x2**

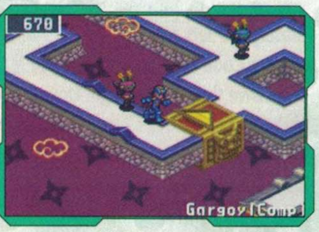


Now it's Lan's turn to do some fighting! You can't proceed to the Keep until you check the large warrior statue, which demands you "defeat the 100 warriors" to pass. With wooden sword in hand, Lan steps to the center of the walkway… *oh waaarriors, come out and plaaaaay*! Turn to face each approaching automated warrior, and press the B button to give 'em a whack when they get near. Press the button rapidly to hit them as soon as possible. Fend off 100 of them and the path ahead opens up. Be careful, because as the warriors' colors change, their movement speed increases!


Gargoyle 1
HPMemory
Gargoyle 2
Speed+1
VIRUSES
BattyEX
Lark
NinJoy
PowieEX
Zomon
VIRUSES (Ch. 7)
LarkEX
NinJoyEX
ZomonEX
RANDOM DATA
Vulcan3 N
CactBall J
CustSwrd L
Recov80 B
600-800z
1 BugFrag

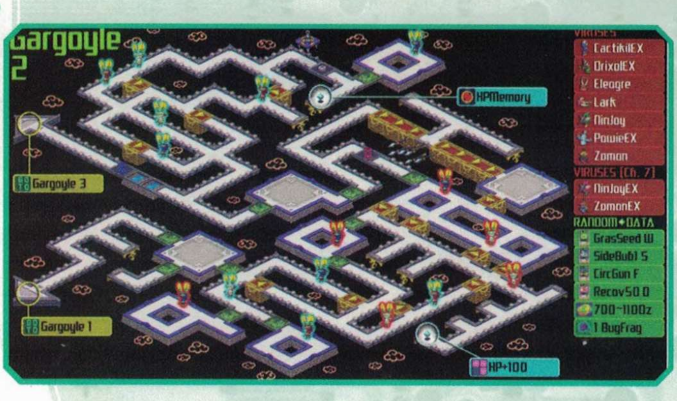
Now that that's over with, you're free to Jack In to the western Gargoyle and set things right. Talk to the Mr. Prog to get and explanation of how to get through the security traps; get the appropriately-colored (and absolutely adorable) Ninja Prog to follow you to the trap, and then slip by the trap and deactivate it. Red clears spears, White stops ceilings, and Blue passes the pits. Just don't get too close to a different-colored one or they'll swap out! Take the first Red Ninja to the trap ahead and deactivate it.

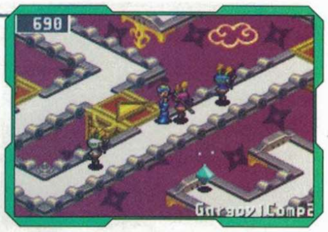
Next, lead the White Ninja the long way (of course) around to reach the ceiling trap switch, avoiding the Red and Blue Ninjas on the way. Be sure to swing around and grab the **Speed+1 Pink Customizer Program** to the east. Keep on going and talk to the green Mr. Prog, who gives you a little more advice on leading Ninjas.


678
GargoylComp1

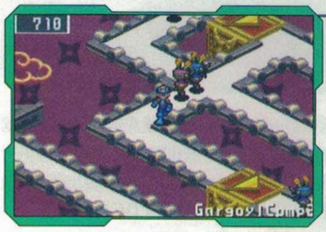
Now comes the tricky part. Pick up the Blue Ninja, then move forward to switch him out with the White one ahead. Keep going and swap the White for Red, then take the moving road to the south to get back to the Blue one. Exchange your Ninjas, and move forward to the White one at the crossroads. Keep going west to switch Blue for White, then immediately turn around and head north, swapping White back for Blue! Now that you're in the circle just before the trap, swap Blue for White, then do a full-circle to regain the Blue Ninja, and turn west to deactivate the trap ahead.

The next sequence is comparatively simple. Swap Red for Blue, then circle around to re-swap. Swap your Red for White, turning to the west to get the **HPMemory** along that dead-end. Return and head north, swapping your White for the Red and clearing the final trap of the area. Head hurt yet?

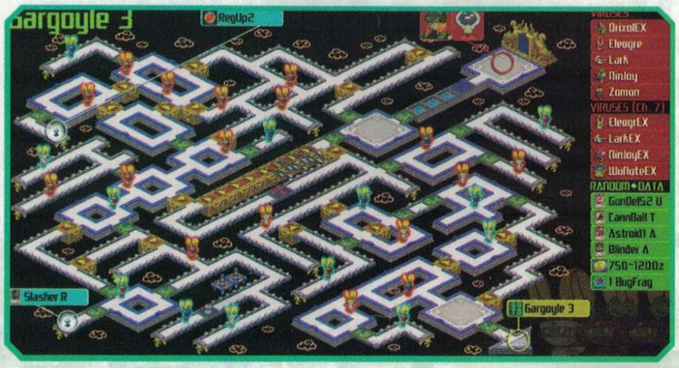

Gargoyle 2
HPMemory
Gargoyle 3
Gargoyle 1
HP+100
VIRUSES
CactikilEX
DrixolEX
Eleogre
Lark
NinJoy
PowieEX
Zomon
VIRUSES (Ch. 7)
NinJoyEX
ZomonEX
RANDOM DATA
GrasSeed W
SideBub1 S
CircGun F
Recov50 O
700-1100z
1 BugFrag

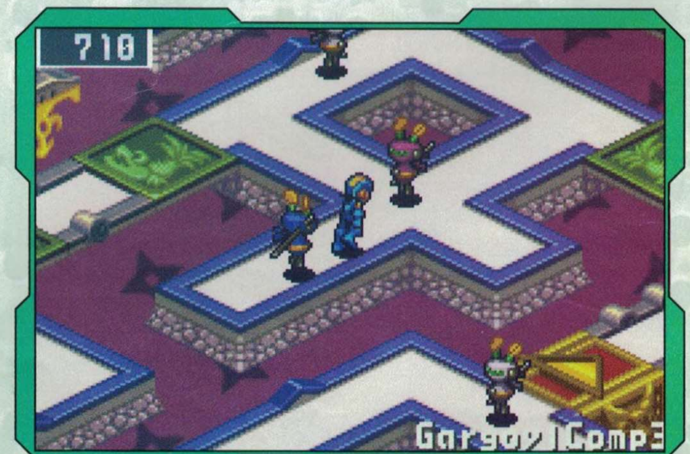

690
GargoylComp2

Now you need to start accumulating multiple Ninjas to clear out the larger traps. Things get complicated here, so read carefully and study the map. First, take the Blue Ninja on the northern path, then U-turn to the north. Bypass the Blue Ninja there, and head east then south, swapping out *only* for the Red Ninja. Return to your starting area *without* doing any more Ninja-swaps and head south, switching your Red Ninja for the White one you can't avoid. Then head to the lower circle, swapping out for the second Red Ninja, turning around and picking up the Red Ninja you left behind. From there, you have a clear path to the twin buttons that deactivate the trap ahead, letting you into the next area. Once the trap is gone and all the Ninjas in this section vanish, backtrack to grab the **HP+100 Pink Customizer Program** in the Blue Mystery Data to the far east.

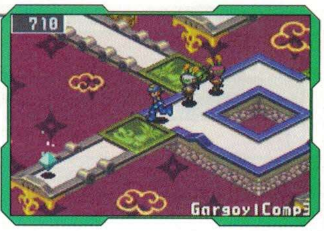

710
GargoylComp2

Once you're in the second section, take the first White Ninja you find and head all the way west. Swap him out with the Red Ninja, quickly dumping him for the White Ninja just north. From there, you have a clear path to the ceiling trap. Once it's clear, take the **HPMemory** to the south, then head up and pick up the Blue Ninja. You can't go back without picking up the Red Ninja, but don't worry. Swing around to the east and pick up the second Red Ninja and trail them both back to where you dropped the Blue one. Now with one Red and one Blue, pick up the Blue one you bypassed earlier, giving you the two Blues you need to close the pit trap and enter GargoyleComp 3.


Gargoyle 3
RegUp2
Slasher R
Gargoyle 3
VIRUSES
DrixolEX
Eleogre
Lark
NinJoy
Zomon
VIRUSES (Ch. 7)
EleogrEX
LarkEX
NinJoyEX
WuNoteEX
RANDOM DATA
GunDelS2 U
CannBall T
Astroid1 A
Blinder A
750-1200z
1 BugFrag


710
GargoylComp3

And now, more Ninja fun. This time around you end up doing a lot of skipping with a few quick swap-backs. First, head south and pick up the Red Ninja. Turn around and head north, grabbing the White Ninja in the path, turning around quickly to re-swap and move along with your Red Ninja. Take the Blue Ninja at the crossroads, heading into one of the dead-ends, and turning back to reclaim Reddy. Now you can really pick either of the two Ninjas ahead to grab then circle back to re-swap with; blue's a nice color, so why not? Once you have your Red Ninja back, there's a very clear path to the other two Red Ninjas you need to open up the spear trap.



The final part is interesting because you mainly need to avoid Red Ninjas; virtually all of them. Make your way to the south, finding the White Ninja in a long dead-end. Proceed south and east, using the circles to swapback from White to Red to White again. Continue east, claiming the second White Ninja past the ceiling traps, then turning around to open them up and gain access to the first Blue Ninja. Don't forget to claim the **Slasher R Chip** in the area! With Blue Ninja in tow, make your way back. Retrace your steps, picking up the other two Blue Ninjas you need and opening the path to the boss back at the beginning of this section. Skip the Blue Mystery Data to the far west for right now; come back and claim it only after you've opened the path and removed all the Ninjas to get its **RegUp2 Upgrade**. That done, go face the boss!

## Opponent SearchMan.EXE

**Operator**

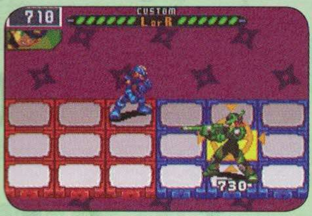
Raika

**Element**

Null

| Version | HP |
|---|---|
| 1 | 800 |
| α | 1000 |
| β | 1700 |
| Ω | 2000 |
| DS | 700 ~ 1700 |

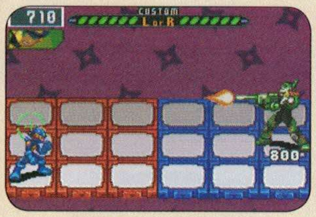
*Full Synchro Counterattack!*



SearchMan's primary advantage is his ability to hit you from some generally unconventional angles, making counterattacks difficult. He can turn invisible for a few seconds, which is more annoying than anything else since he's not *invincible* then! Simply spray Buster shots into the field and he's uncovered as soon as one connects. All in all, he's really not too difficult to take down, especially since this time he hasn't got any cover to hide behind like he did back in the Red Sun Tournament. It's really just a matter of good timing with wide-effect Chips like CircGun and MrkCan, hitting him in the middle of his attacks.

### Scope Gun

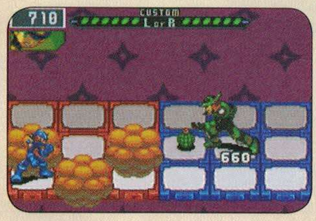
| Version | Damage |
|---|---|
| 1 | 3x10 |
| α | 3x20 |
| β | 3x40 |
| Ω | 3x60 |
| DS | Variable |



Watch out when the green targeting reticule appears. You only have a brief second to dodge before SearchMan fires off a three-shot burst, attacking that Panel regardless of where he is on the field. Sidestep quickly and line up a counterattack, as SearchMan is immobilized for a few seconds while he fires!

### Search Grenade

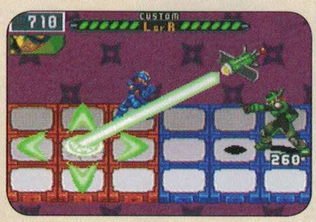
| Version | Damage |
|---|---|
| 1 | 40 |
| α | 60 |
| β | 120 |
| Ω | 200 |
| DS | Variable |



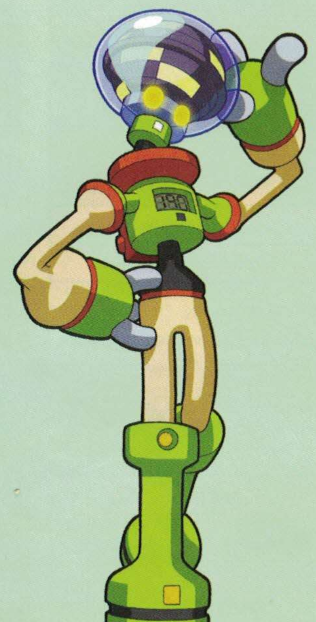
SearchMan rolls two to three Grenades into your side of the field in rapid succession, which stop once they come close to you and explode quickly, covering each of the diagonal Panels in the blast. The Grenades have 20 HP, so they can be deleted if you're quick on the shot, but it's generally not worth it. The Grenades can't cross holes, so a TripCrak can really reduce SearchMan's combat options.

### Satellite Ray

| Version | Damage |
|---|---|
| 1 | 40 |
| α | 60 |
| β | 120 |
| Ω | 200 |
| DS | Variable |



SearchMan doesn't pull this move out too often during the first bout. Watch for the square-shaped targeting reticule that moves through your area in a zig-zag pattern. If it locks onto you, SearchMan calls a laser satellite down from the sky, which targets the Panel you're standing on and fires quickly. The Panel is cracked, and the Panels to the four compass points are also sprayed with laser-fire. SearchMan can't move while the reticule is searching, so dodge quickly and nail him! He can *only* search the left three columns; an AreaGrab gives you an entire column he can't search and plenty of room and time to counterattack!



## Opponent NumberMan.EXE

**Operator**

**Higsby**

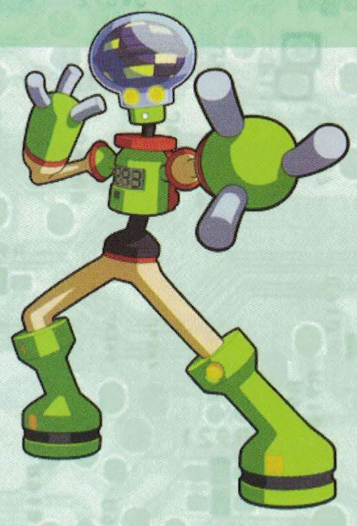
**Element**

**Null**

| Version | HP |
|---|---|
| 1 | 600 |
| α | 900 |
| β | 1300 |
| Ω | 1600 |
| ΔΣ | 500 ~ 1500 |

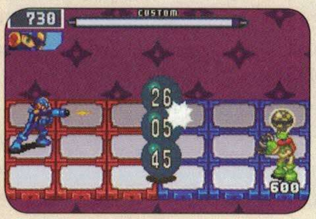
*Full Synchro Counterattack!*

NumberMan isn't the first Navi people think of when it comes to combat, but he actually presents a fair challenge thanks to his Number Trap move. Similar to the Mine Chip, this places a trigger in a random Panel on your side of the field. Step into the Panel and one of several traps are sprung. Sometimes it's an AreaGrab, other times it's a more powerful offensive move! NumberMan doesn't actually leave you too many openings for a counterattack, so you need to be a little crafty. Have your MegaBuster's Attack and Charge ratings up to at least 3; the often-neglected Buster can be a real advantage here. Thunder Chips can stun him, and anything with a nice wide attack range works, as well. The Shadow Soul is actually quite effective, too! Thankfully, he has a very low HP, so one good LifeSwrd can really do wonders.



### Number Ball

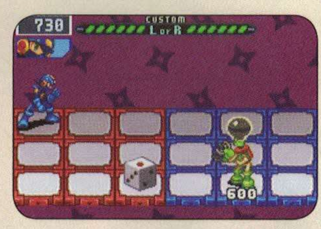
| Version | Damage |
|---|---|
| 1 | 40 |
| α | 60 |
| β | 120 |
| Ω | 200 |
| DS | Variable |



A move he's had since the first time Mega and Number fought, NumberMan creates a trio of large steel balls and sends them across all three rows. Each ball has a number on it, representing its HP. Find the lowest-HP ball and blast it to clear a path. He usually tosses them out in three waves. It helps to have your Buster's Charge level high, as there's usually one ball with an HP of less than 10; a Level-3 Charge is quick enough to get a full charge between waves during this first encounter.

### Dice Bomb

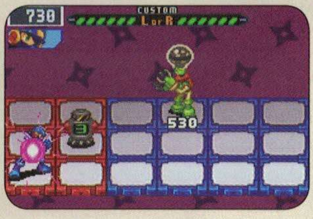
| Version | Damage |
|---|---|
| 1 | 20 ~ 120 |
| α | 30 ~ 180 |
| β | 50 ~ 300 |
| Ω | 60 ~ 360 |
| DS | Variable |



NumberMan's signature move, he tosses a dice three Panels ahead, which explodes shortly afterward and covers the eight surrounding Panels in fire. Its damage varies, depending on the roll result. Later versions of NumberMan throw more dice at once! The Dice has 30HP, so you can delete it before it explodes.

### Number Trap (Time Bomb)

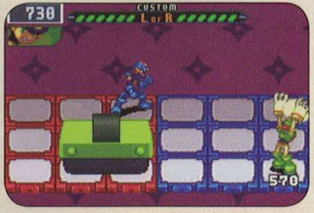
| Version | Damage |
|---|---|
| 1 | 30 |
| α | 50 |
| β | 80 |
| Ω | 100 |
| DS | Variable |



The least-likely outcome of the Number Trap is the Time Bomb, which, well… acts just like the TimeBom Chips. A bomb appears in a random Panel on your far-right column, and if the timer reaches zero, your entire field goes up in flames. It's got 30 HP, so wipe it out fast, preferably with a well-charged Buster shot.

### Number Trap (Time Bomb)

| Version | Damage |
|---|---|
| 1 | 30 |
| α | 50 |
| β | 80 |
| Ω | 100 |
| DS | Variable |



If you find the Number Trap trigger and see a large shadow, *move*! A colossal blackboard eraser comes crashing down, covering a two-by-two square of Panels. This usually isn't too much of a problem, but it can force you into another of NumberMan's attacks.

Well, it looks like this whole thing was a Nebula plot to turn the team against each other. With the fakes fragged and the Gargoyle system clear, there's nothing keeping you from tackling End Area 5! Return to the big door in End Area 4 and get going!

# Liberation Mission #5

## Team ProtoMan

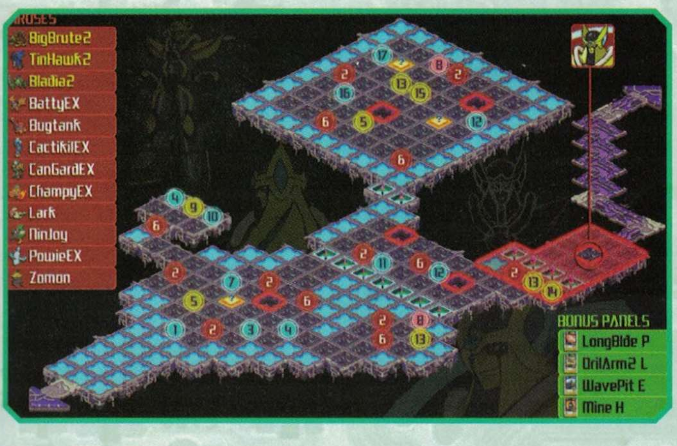
| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| MegaMan | Same | Same | None |
| ProtoMan | 450 | WideSword (80 DMG) | StepSwrd B (120 DMG) |
| MagnetMan | 600 | MagMissile (50 DMG) | NSTackle M (100 DMG) |
| NapalmMan | 350 | N/A | Napalm N (100 DMG) |
| SearchMan | 300 | Scope Gun (3x10 DMG) | Satelite S (100 DMG) |

## Team Colonel

| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| MegaMan | Same | Same | None |
| Colonel | 450 | Screen Divide (60 DMG) | C-Cannon C (100 DMG) |
| KnightMan | 600 | R.W.B. (100 DMG) | KCrusher K (100 DMG) |
| TomahawkMan | 350 | Tomahawk Swing (60 DMG) | T-Swing T (100 DMG) |
| NumberMan | 300 | DiceBomb (10~60 DMG) | NmbrTrap N (120 DMG) |

### Completion Prizes

| Phases | Item |
|---|---|
| 7 or less | CosmoMnSP C |
| 8~9 | CosmoMan C |
| 10 or more | 5000z |



### Item Panels

| Number | Item |
|---|---|
| 1 | 1800z |
| 2 | TRAP (50 DMG) |
| 3 | AntiFire K |
| 4 | 1000z |
| 5 | 2 Order Points |
| 6 | TRAP (Paralysis) |
| 7 | Guard2 B |
| 8 | Heart (500 HP) |
| 9 | BarrierKey1 |
| 10 | MrkCan2 D |
| 11 | 800z |
| 12 | 1 BugFrag |
| 13 | 3 Order Points |
| 14 | BarrierKey2 |
| 15 | BarrierKey3 |
| 16 | 2500z |
| 17 | 1200z |

### SearchMan.EXE

Command: Panel Search
Charge Shot: Scope Gun
NaviChip: Satelite S

300
230
Liberation
PanelSearch
Pass

*SearchMan's Panel Search has an incredible range, checking out up to 10 Dark Panels in a line! Using this, SearchMan can Liberate every Item Panel in that line with a single Liberation battle, obtaining items and destroying traps! In battle, SearchMan's charged Scope Gun targets the first enemy in his row and hits them multiple times, but if there's no enemy there, he targets the closest one in any row. His Satellite is powerful, but takes some good timing to use; stop the cursor with the A button to strike a cross-shaped area of Panels for some heavy damage. He really doesn't do a lot of damage otherwise, though, so have some good Chips ready.*

### NumberMan.EXE

Command: Number Check
Charge Shot: Dice Bomb
NaviChip: NmbrTrap N

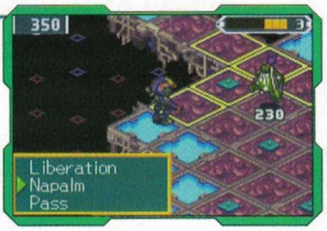
300
Liberation
NumberCheck
Pass

*NumberMan has a the wonderful ability to pull Items out of any Panel within a two-by-three block, as well as defuse any trapped Item Panels, all without fighting! This is perfect for snagging Items quickly. Unfortunately, it doesn't remove Dark Panels themselves. In combat, NumberMan uses his Dice Bomb, which isn't too reliable thanks to its variable damage. His Number Trap requires an unoccupied Panel two ahead of him, and then requires an enemy to step onto said Panel to trigger it! More than any other Navi so far, NumberMan really has to rely on a good Chip Folder to be an effective fighter.*

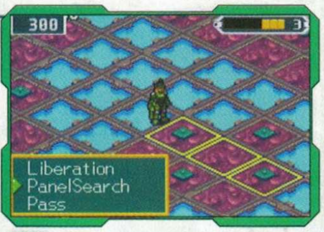
You've got a TinHawk2 to worry about now. Have your Defense Navi take it out, which opens up a path to the east thanks to the removal of the Barrier Panels. Send SearchMan east and have him perform a Panel Search to grab three Order Points. You need to take out the Dark Hole now, but there's no good way to go about it quickly. Have ProtoMan carve a path to the Dark Hole from the north with the WideSword Command, just be sure to not get a 1-Turn Liberation so you don't set off the trapped Item Panel next to him! Then have MegaMan go in and take out the Dark Hole. He'll be surrounded in battle though, but a good Napalm Soul attack can clear things out quick. Thankfully, the trapped Item Panel isn't opened when the Panels surrounding the Dark Hole are cleared out!

Things really heat up in this Liberation Mission, as now some Item Panels are actually booby-trapped! Some deal out damage, others paralyze your Navi for the next Phase of battle! Plus, there are three levels of Barrier Panels, so you have to do some major Key-hunting! Because the two teams have very different tactics now, we'll start with Team ProtoMan and follow them through the entire Mission uninterrupted, then move on to Team Colonel!

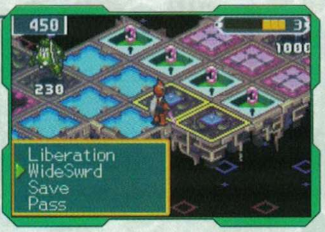
## Team ProtoMan



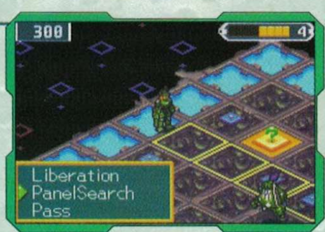
Your first objective is the Key in the small western side-track. Have NapalmMan open up with his Command to the left of the Bladia2, carving a path for your teammates. He's going to take damage from the Trap, but it's a little sacrifice for a speedy mission. Then have MegaMan step in and take out the Bladia2 so it can't harass you during the Darkloid Phase. Try real hard to perform a 1-Turn Liberation to clear a path to **two Order Points** for ProtoMan to pick up! Since it's very early in the Mission, simply restarting if you don't get the 1-Turn won't send you back far at all. Just be sure to have your remaining Navis snare as many safe Item Panels as possible before you retreat and restart. Send MagnetMan in to Liberate the single Dark Panel blocking the path to the west, letting SearchMan in. Finally, have Search use his Panel Search to claim the **BarrierKey1** in the center Item Panel!



You've got a TinHawk2 to worry about now. Have your Defense Navi take it out, which opens up a path to the east thanks to the removal of the Barrier Panels. Send NumberMan east and have him perform a Number check to grab **three Order Points** and a **Heart** that frankly he shouldn't need. You need to take out the Dark Hole now, but there's no good way to go about it quickly. Have Colonel carve a path to the Dark Hole from the north with the Screen Divide Command, just be sure to avoid getting a 1-Turn Liberation, so you don't set off the trapped Item Panel next to him! Then have MegaMan go in and take out the Dark Hole. He'll be surrounded in battle, but a good Napalm Soul attack can clear things out quickly. Fortunately, the trapped Item Panel isn't opened when the Panels surrounding the Dark Hole are cleared out!

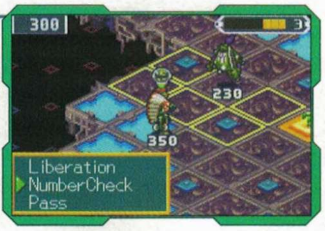


NapalmMan's the only one left, but don't have him advance too far. Have him Liberate the Item Panel containing the **Heart** from the west to restore his HP, as he's going to need it. This also keeps the Bladia2 to the north from advancing. Now have Napalm Open up a path to the Bladia2 and its Dark Hole with the Napalm on the right, which unfortunately does result in another 50 HP lost to a trap. Send ProtoMan north and have him WideSwrd the two Item Panels ahead to get **three Order Points**, plus the **BarrierKey2**! Have SearchMan Liberate the Dark Hole—he's better off in battles with at least an even field. Once the Panels are clear, have MegaMan LongSwrd a path to the other Dark Hole, ending with MagnetMan tackling the Hole itself.

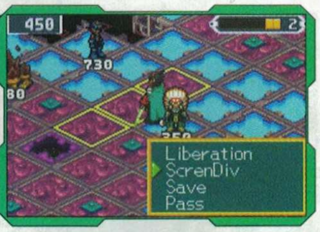


Now it's time for your assault on the final two Dark Holes, and you want to get this over with ASAP. Start by having SearchMan use his Command from the west, targeting and claiming the **BarrierKey3**, as well as another **three Order Points**. Have NapalmMan Command a path directly to the Bladia2's Dark Hole from the east, then send either MegaMan or MagnetMan in to grab the Bonus Panel and clear out the Dark Hole, claiming another **two Order Points** in the process. Then have ProtoMan WideSwrd an opening to the BigBrute's Dark Hole from the east (making sure to get the **one BugFrag**, as well), and have your remaining Navi clear it out. CosmoMan is now open for business. If you have a Phase to burn without risking going over your target, let the team do a little Item Panel looting. Once you're ready to go, have ProtoMan WideSword away the Dark Panels ahead of him to create an even field, have MagnetMan activate the MagBarrier just for security's sake, then pile on CosmoMan with the rest of your team, starting with MegaMan!

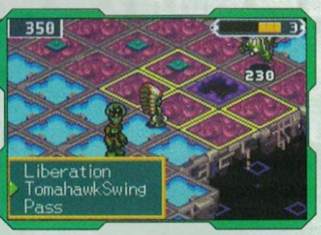
## Team Colonel



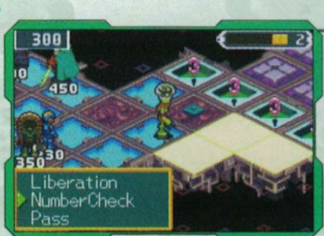
Team Colonel has a tougher time of this mission, but it's winnable within seven Phases. Send NumberMan forward and have him use the Number Check right away, taking out the trap to the left and claim the **two Order Points**, as well. Next, have TomahawkMan slice open the same area with his Tomahawk Swing, leaving the Bladia2 open. Have MegaMan grab the open Bonus Panel, then attack the Bladia2 from the *west*, despite the field disadvantage, in the hopes of a 1-Turn Liberation to clear extra Panels to the north. If you don't make it, hey, it's early—a retreat won't put you back too far. Just do some item-grabbing first. Once you've successfully pulled off the 1-Turn, have Colonel proceed west, clearing out the single Panel in the small bridge. Follow up with KnightMan, taking out the Item Panel. It's a stun-trap, but at least he won't lose any HP, and he's not too useful in the next Phase anyway.



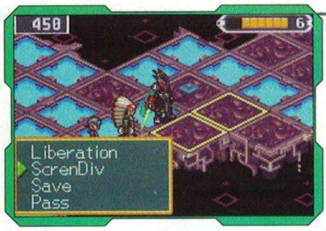
Once NumberMan is available again, have him use his Number Check in the area opened up by Colonel, claiming the **BarrierKey1**, **MrkCan2 D Chip**, and **1000 Zenny**. That approaching TinHawk2 is going to be trouble, so have MegaMan take it out now. This also clears a path to the east, so send Colonel and TomahawkMan in. Either one can use their Command to open a path to the Dark Hole for the other, but there are sacrifices either way. Using the Tomahawk Swing to open the path destroys a Chip, but TomahawkMan's weakness to Fire makes him a risky Navi to tackle the BigBrute2 Dark Hole with, especially since he'll be surrounded! Whatever you do, be careful not to trigger the paralysis trap with a 1-Turn Liberation!



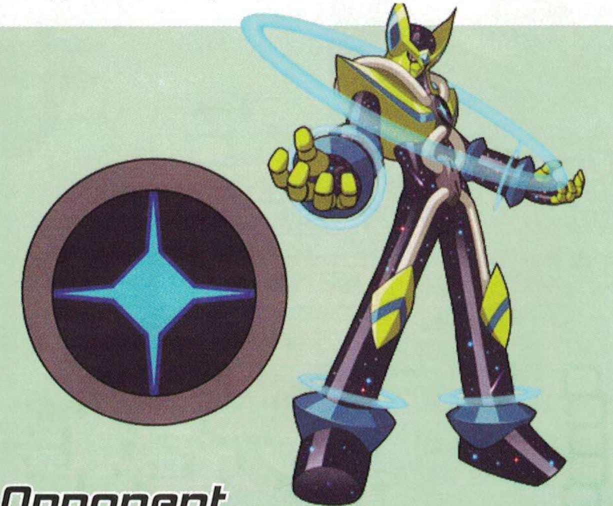
Now have NumberMan restock your dwindling Order Points by using his Number Check to grab the **three Order Points** on the eastern portion of the area. With those in your possession, have TomahawkMan use his Swing to clear out the Panels around the Bladia2's Dark Hole. Have MegaMan tackle the Hole and clear up some space. Set Colonel in the same row as the next Dark Hole and do a regular Liberation, again making sure to avoid clearing it in one turn and setting off the nearby paralysis trap. Send KnightMan in to open a path to the Dark Hole, again taking at least two turns to complete the Liberation.



Right away, let NumberMan do his thing and Check the Item Panels south of CosmoMan, grabbing **three Order Points** and the **BarrierKey2**! Colonel is best-suited to remove the Dark Hole, completely clearing the path to the northwest section of the map. Send in TomahawkMan, and have him use his Tomahawk Swing from the north to leave the eastern Dark Hole vulnerable to KnightMan. Finally, send Mega due south of the final Dark Hole and have him use his LongSword, which opens a path and earns **two Order Points**. Remember to account for the paralysis trap to his left!



KnightMan is best-suited to tackle battle where you're surrounded, so send him in to clear out the Dark Hole. With it cleared out, send in NumberMan to claim the eastern Bonus Panel, then use his Number Check to grab **three Order Points** and the **BarrierKey3**, finally letting you at CosmoMan. The problem now is clearing the Dark Panels to give you a clear shot. Have Colonel Screen Divide an opening, then check yourself. If all has gone well, you should be in Phase 5 or 6, giving you some breathing room if you're shooting for the best prize. Either have your other Navis Pass to regain health, or have them clean out a few Item Panels until the next Phase. Once you're ready to tackle CosmoMan, have Colonel Screen Divide the Dark Panels away from in front of Cosmo. If you're feeling confident, NumberMan and KnightMan can also Liberate the Panels to each side of Cosmo, giving a field advantage to the two Navis best-suited to taking on this boss, TomahawkMan and MegaMan. But he's a toughie, so you may want every possible Navi ready to whittle down his HP!



## Opponent CosmoMan.EXE

**Element**

■

**Null**

| Version | HP |
|---|---|
| 1 | 1000 |
| α | 1200 |
| β | 1500 |
| Ω | 1800 |

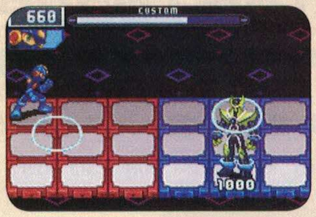
### Full Synchro Counterattack!

350
CUSTOM
1000

CosmoMan specializes in attacks that cover a wide field and serve as a defense, as well as offense. Break-type and piercing attacks are your best bet, as they cut through his more dangerous moves. A full complement of AirHoc Chips is recommended, while the DrilArm series (especially combined with an AreaGrab) also does a real nice number on him. TomahawkMan can actually deliver a pretty good beatdown thanks to his Tomahawk Air Raid, which cuts right through anything, plus his Super Armor means he won't be shocked out of an attack if he gets hit. Basically, you just have to overpower the powerful CosmoMan!

### Cosmo Ring

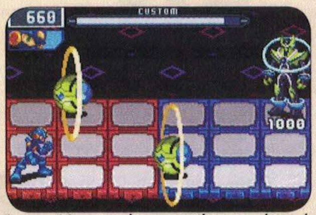
| Version | Damage |
|---|---|
| 1 | 80 |
| α | 100 |
| β | 200 |
| Ω | 220 |



CosmoMan tosses a light-ring into the air, which comes down in the flashing yellow Panel, then swings around to cover a two-by-two Panel area. The ring swings around in the direction you were originally when it came down, so be careful and fast on your feet.

### Cosmo Buster

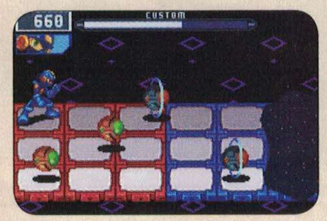
| Version | Damage |
|---|---|
| 1 | 80 |
| α | 100 |
| β | 200 |
| Ω | 220 |



CosmoMan releases three ringed planetoids that take up three vertical Panels each. While they're usually centered in the top and bottom rows, giving you a row to move into freely, the ones that appear in the center row need to be attacked. You can't destroy the planetoids themselves, but depleting their HP does remove the rings to give you some more maneuvering room. They're fairly slow and easy to dodge, but they do block non-Break or pierce-style attacks. In the initial encounter, each Buster has 8HP, each subsequent version of CosmoMan adds 4HP to them.

### Cosmo Planet

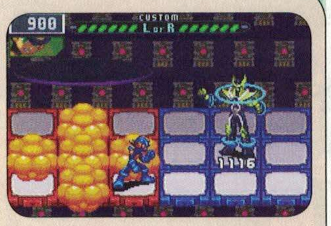
| Version | Damage |
|---|---|
| 1 | 50 |
| α | 100 |
| β | 200 |
| Ω | 220 |



I SMELL TURKEY! Wait, wrong C-planet. Disappearing into a spacewarp, CosmoMan hurls numerous small planetoids across the row at high speed. These are incredibly hard to dodge, but there's salvation in the humble Guard Chip or Shield Customizer Program! The retaliatory shockwave from those cuts through the spacewarp to damage Cosmo and shock him out of the attack!

### Cosmo Gate

| Version | Damage |
|---|---|
| 1 | 80 |
| α | 100 |
| β | 200 |
| Ω | 220 |



CosmoMan really doesn't use this move much, only after blocking a Buster Shot. He opens a spacewarp above your head that drop a flaming meteor down that explodes in a cross shape, cracking the Panel it landed on. Thankfully, this is actually a Null-Element attack, so TomahawkMan and Tomahawk Soul MegaMan don't have to worry excessively about this one.

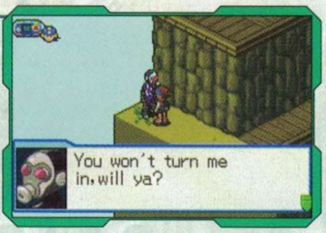
With Cosm[illegible]n down, Nebula's influence has been removed from the civilized net. Next step[illegible]ove them from the *un*-civilized net by Liberating the haven of net-scum, the Undernet! Once you figure a way through the gate in End Area 5, that is. MegaMan also gains the **Search Soul** or **Number Soul**, adding one more Soul to your list of battle options!

# Part 6: The Leader Lost

## Boss: Dark ProtoMan.EXE/Colonel.EXE

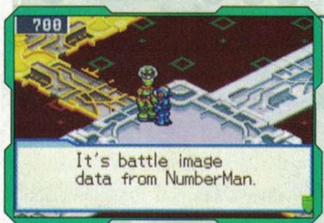
With Nebula having retreated to the Undernet, it's time to plan the final assault. Looks like someone else is eager to get in there, too, and press Lan for info. No dice, though. One call from your leader later and you're summoned to SciLab!

> *Boktai isn't the only crossover into the MegaMan world in this game! Check out Higsby's shop where new stock has arrived, including the first Giga-Class Chip you can obtain! Team ProtoMan has the* **DethPhnx D Giga Chip**, *while Team Colonel has* **Phoenix P**, *both at the not-so-low price of 25000z. Both monsters summoned from these powerful Chips are digital copies of creatures from the trading card game and anime series Duel Masters!*



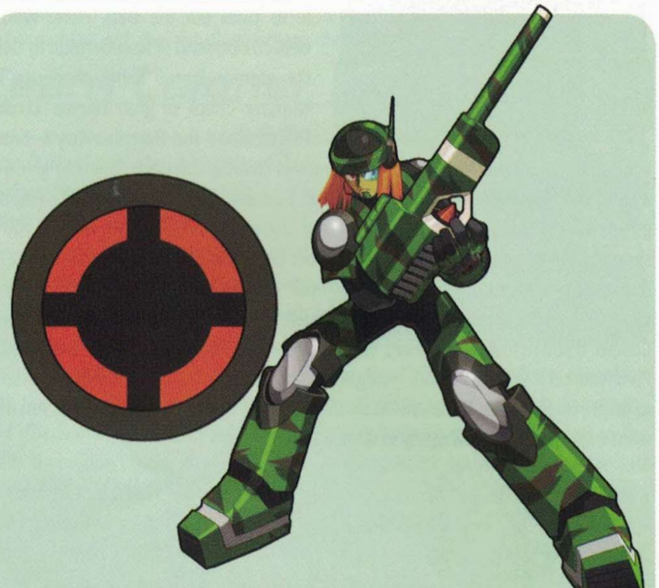
You won't turn me in, will ya?

SciLab can wait, actually. First thing to do is to head to Oran Isle. You're going to be out this way a little later, but you really, *really* want this item *now*. Make your way up Oran Mountain to the western crane and talk to the former Nebula goon there. Fork over 3000 Zenny and you've got yourself a nice new **NebulaID**, which unlocks the skull-doors scattered across cyberspace! Unlock the five skull-doors, claiming an **HPMemory**, the **HP+200 Yellow Customizer Program**, the **Magnum V Chip**, **AirShoes Yellow Customizer Program**, and the **DarkPlus * Dark Chip**! This also puts you one away from a complete set of Dark Chips!



It's battle image data from NumberMan.

While you're out and about, there's memory data of your Brain Navi waiting in End Area 4 by the link to 5. Take them on and earn their Mega Chip, and consider jumping in to replay the Liberation Mission to earn more goodies! While you're in the upper level of End Area 4, by the way, talk to the Mr. Prog to the far west and pick up his **Humor Pink Customizer Program**.



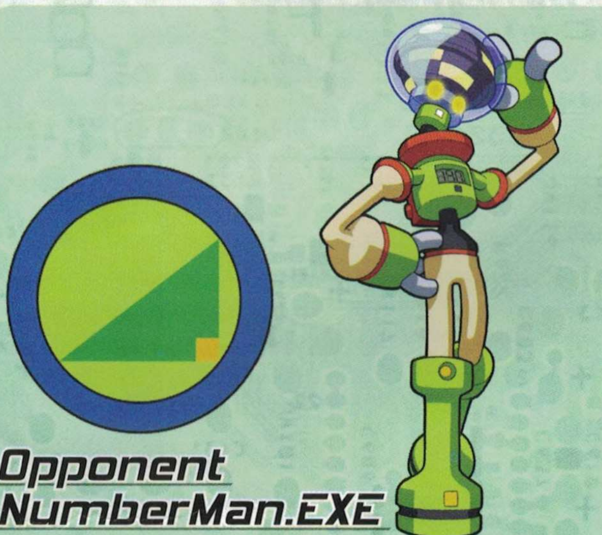
### Opponent SearchMan.EXE

**Element**

**Null**

**HP: 1000**

| Attack | Damage |
|---|---|
| Scope Gun | 3x20 |
| Search Grenade | 60 |
| Satellite Ray | 60 |



### Opponent NumberMan.EXE

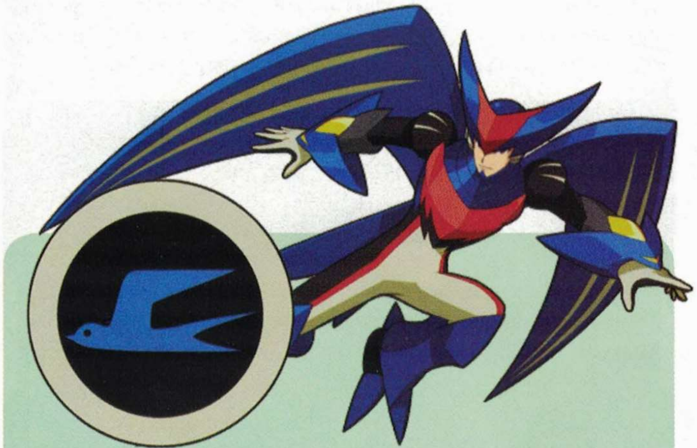
**Element**

**Null**

**HP: 900**

| Attack | Damage |
|---|---|
| Dice Bomb | 30~180 |
| Number Ball | 60 |
| N-Trap (T-Bomb) | 50 |
| N-Trap (Eraser) | 90 |

Speaking of re-challenging old foes, LarkMan's given himself a little upgrade and is ready to take you on back in Undernet 1. Beat him to force another upgrade later on, and get the chance to earn his other Chips!



## Opponent LarkMan.EXE

**HP: 1200**

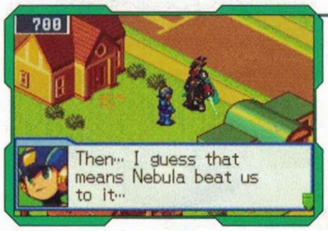
**Element**

Null

| Attack | Damage |
|---|---|
| Swallow Cutter | 100 |
| Air Dive | 100 |
| Lark Drive | 140 |

*In case you haven't noticed by now, once you've defeated the Alpha versions of the Team Navis, the Beta versions are set loose on the net! They're not visible, so their locations are marked on the NetMaps in Chapter 3.1. Beat them and you get a shot at the Omega versions in the same map, but this time as random encounters. These are where you pick up the SP and DS versions of each NaviChip! Beat the Omega with a Busting Level of 9 to S, and you can get the SP NaviChip with a guaranteed SP Chip at S-level! Get a Level of 7~10 and the DS Chip can be yours with a guaranteed DS at Level 8. A LocEnemy SubChip can up the chances of facing the Omegas again if you didn't get the Chip you wanted from them.*

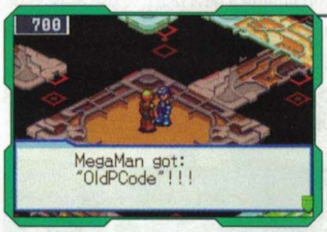
Once you've picked up all your neat stuff, go talk to your team leader at Mission Control. Looks like what Regal is after is tied to the Vision Burst, the digital recreations of past events. Digital doggie Gow seems to figure heavily into things, so you're ordered to check the ACDC Vision Burst again.



700

Then… I guess that means Nebula beat us to it…

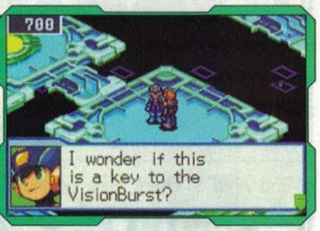
Check the digital backyard of Lan's home in the Vision Burst. Uh-oh, Gow is nowhere to be found! Nebula *might* have Gow, but maybe not. Time to learn a little more about the pooch. Jack Out and go talk to Mom, as she's the only person still around who seems to know anything about Gow. Take the **GowPic** she gives you, and be sure to open the email you get immediately after. It's from the management of the GargCastle, with a **CasPCode** to open the path from their Homepage to the End Area network! Awesome shortcut!



700

MegaMan got: "OldPCode"!!!

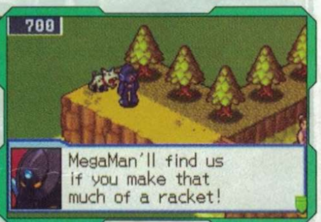
If Grandpa and Gow came back from their adventures dusty, where would they likely have gone? Oran's pretty dusty. Head there and talk to the old man up the ramp, who recognizes the faces in the picture. His Navi has something Gramps gave him; head to the lamppost on the mountain proper and Jack In. The spot where you bought the MineKey is where you get the **OldPCode**. Well, PCodes unlock Security Cubes. Any of those you've been unable to unlock yet? *To SciLab 3!* The simplest route is via the SciLab Homepage, so head there.



700

I wonder if this is a key to the VisionBurst?

Open up the Security Cube in SciLab 3 with the OldPCode and step into the warp. Grab the **RegUp2** inside the OldTrmnlComp, and take the warp to the south to end up in ACDC 2, on an isolated island. An old Navi is waiting there for you, and hands you the **PastKey**, plus a clue to where to use it. There's only one rock-crusher machine… back to Oran! (Pity the Metroline doesn't give frequent-rider miles. Lan could tour the world on earned bonuses by this point.) Jack In to the fourth DrillComp, and make your way to the treadmill control in the northeast corner. Check the end of the path with the A button, and another Vision Burst doorway appears! Save your game, have your stuff ready, and head on in!



700

MegaMan'll find us if you make that much of a racket!

Well, well… it's Oran Isle as it was 25 years ago. Talk to everyone there, fending off the random attacks by Viruses. BattyEXs, CactikilEXs, DrixolEXs, WuNotes, and WuNoteEXs that inhabit this area. Once you've had a nice chat, Mega hears a noise… it's Gow, and he's been cornered by a Nebula HeelNavi! Since ASPCA isn't around, it's up to MegaMan to help the pooch by wiping out a goon!

### Battle 1: HandiEX x2, NinJoy

Gow doesn't seem to want to go with MegaMan, despite the rescue. When he runs off, check the bamboo forest to uncover him—and get run down again. Unfortunately, Gow's not fast enough to escape BlizzardMan! And to make matters worse, SciLab's HP is under attack! Return to SciLab and Jack In at Mission control!

It really should come as no surprise that ShadeMan is back as well, and packing backup. You've got a three-round fight ahead of you, so have your best attacks ready to go!

Now there's no need to buy time anymore…

- **Battle 1: Marina x2, MarinaEX**
- **Battle 2: Zomon x2, VacuumFan**
- **Battle 3: Eleogre, Shakey, WuNoteEX**

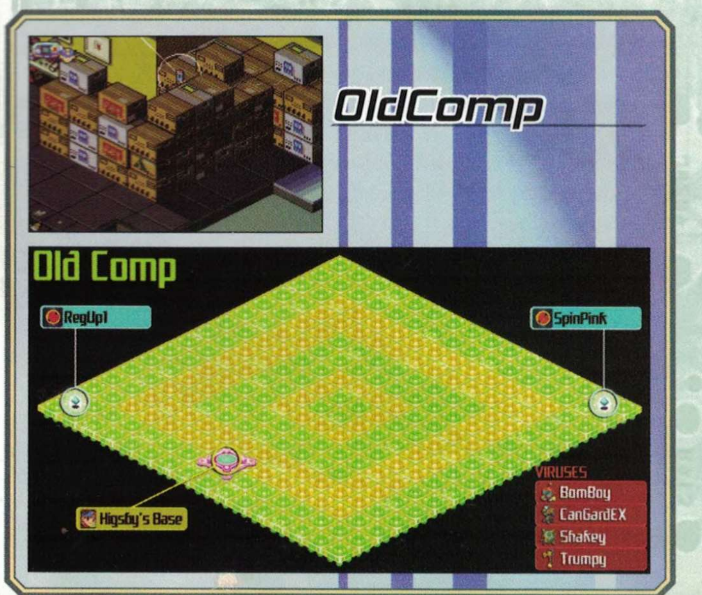
With SciLab compromised, Lan is charged with finding a new place to use as Mission Control. First, be sure to open your new email, which contains a **RollSP R Mega Chip**. Remember the back room at Higsby's covered by the cardboard cutout NumberMan? Head inside and chat with Higsby about space. Of course, it's not going to be that simple; you need to recover a dropped customer data file in End Area 3.

Wouldn't you like to try using this "Xfolder"?

Thankfully, it's not so much legwork as it used to be. Hop onto Lan's HP, BannerLink-jump to the GargCastle HP, which is just off End Area 3! Of course, you *could* go to End City and Jack In to the bronze statue there. Plus, a woman inside the Castle's Lily Room has the **Xfolder** that belongs to Mr. Famous' trainee, which you can use as your unchangeable Extra Folder. This Folder is geared toward Program Advances (not geared *well*, but geared nonetheless), and can also fill some holes in your data library, both Chips and Advances.

MegaMan got: "DataFile"!!!

In End Area 3, check back behind the large cyber-pagoda, and boom, Higsby's **DataFile** is found! Jack Out and return to Higsby to claim your new base! Do a little exploring of the new Mission Control; check the PC in the center of the table along the north wall to claim an **HPMemory**! There's also a real old PC hidden in the pile of boxes that you can Jack In! There's a Mr. Prog there that will trade you a **SoulClen White Customizer Program** for a JustcOne J Mega-Chip. Of course, you don't have one yet and won't for a while, but keep this trade opportunity in the back of your mind.



Now, to take care of that little disturbance at the gates of the Undernet. Head back to End Area 5, however you wish to get there. Once you get close to the gate, you find that, no surprise, CloudMan is also back. Your Leader Navi appears to take him out… and falls to CloudMan's kamikaze attack. The loss of the Navi Leader is a blow, but your commander isn't going to let it stop the Team. Lan and MegaMan are nominated as the new leaders, but Lan's reluctant. Head home to sleep on the issue.

720
Undernet 1

The next morning, you've got to track down this new Navi as they head into the Undernet alone. Navigating the Undernet's maze of twisting paths and ramps is tricky enough, but digital ghosts also haunt the area, causing programming bugs in any Navi they latch on to! The ghosts let go after a little while, or when you enter a new area, but they're hard to dodge. Combined with the Undernet's tough Viruses, you're going to have a real fun time! In Undernet 1, you end up having to do some sidetripping to pick up the Blue Mystery Data packets to the east, but the **HPMemory** and **SoulT+1 White Customizer Program** within them are very much worth it.

**Undernet 1 SubChip Dealer**

| Item | Cost | Stock |
|---|---|---|
| FullEnrg | 1000z | ∞ |
| Unlocker | 4000z | ∞ |
| LocEnemy | 6000z | ∞ |

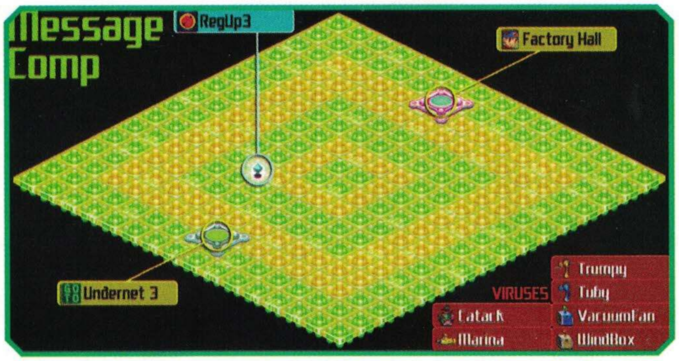
Once you enter Undernet 2, turn west and bypass the first warp to pick up a **RegUp3 Upgrade**. Go back to the warp, but skip it again, making your way north, then east. If you take the first warp you come across on this path, you're put on an isolated section on the western edge of the map that has not only a BBS for you to check out, but a **NeoVari V Mega Chip** inside a locked Mystery Data packet, and a BugFrag Dealer with some nice (and expensive) stock to boot! Return to the main path and proceed to Undernet 3.

**Undernet 2 BugFrag Dealer (Chips)**

| Item | Cost | Stock |
|---|---|---|
| S169 AntiWatr D | 26f | ∞ |
| M012 Attck+30 * | 50f | 1 |
| G005 BugCurse C | 100f | 1 |
| G005 BugChain B | 100f | 1 |

**Undernet 2 BugFrag Dealer (Programs)**

| Item | Color | Cost | Stock |
|---|---|---|---|
| DashRun | Blue | 20f | 1 |
| HP+300 | Yellw | 30f | 1 |
| GigFldr1 | Red | 90f | 1 |



Undernet 3 is split into two halves, more or less. While you need to go to the east to reach your destination, a side-trip to the western section nets you the **Attck+1 Yellow Customizer Program**, a link to Nebula's own Message Board computer, and a NetDealer! It's a bit of a haul back to the way you need to go, so maybe you should try this later. Be *SURE* to have an Unlocker SubChip ready when you head east, as there's an **ExpMemry** to the south that expands your Navi Customizer grid! And there's a Program Dealer along the way to boot!

**Undernet 3 NetDealer**

| Item | Cost | Stock |
|---|---|---|
| HPMemory | 10000z | 1 |
| HPMemory | 15000z | 1 |
| HPMemory | 20000z | 1 |
| HPMemory | 30000z | 1 |
| S161 NrthWind V | 8000z | ∞ |
| S055 LongBlde L | 9800z | ∞ |
| S156 Geddon2 W | 10000z | ∞ |
| M003 Meteors R | 16000z | ∞ |

**Undernet 3 Program Dealer**

| Item | Color | Cost | Stock |
|---|---|---|---|
| Fish | Blue | 4200z | 1 |
| Custom1 | Blue | 5500z | 1 |
| Jungle | Green | 6000z | 1 |
| Reflect | White | 8700z | 1 |
| HP+400 | White | 10000z | 1 |
| BugStop | White |  | 1 |

ToadMan, let's do them a favor and open their eyes!

Before you head to the top of the large stairs, make sure you don't have a ghost attached to you. The last thing you want is to be buggy now! The Navi you're here to help is up there, but as it turns out, Lan's plan of escorting them out of the Undernet doesn't go over real well. Time for a throw-down!

# Opponent Meddy.EXE

**Operator**

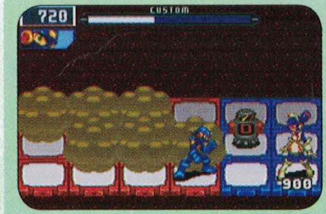
Jasmine

**Element**

Null

| Version | HP |
|---|---|
| 1 | 900 |
| α | 1100 |
| β | 1500 |
| Ω | 1800 |
| DS | 700 ~ 1700 |

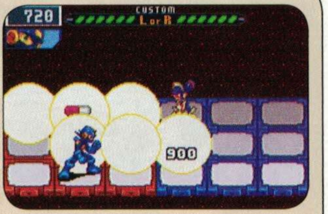
*Full Synchro Counterattack!*



Meddy's biggest strength is in the special effects of her Meddy Capsule attack. It's hard to fight when you've been blinded. That she can also cover a large amount of your field helps, and her recovery skill can prolong the fight. Meddy does have one big weakness in her attacks; she has nothing that works effectively at close-range. As such, Chips like BoyBomb and TimeBom are especially useful since she can't delete them unless she gets lucky with a Meddy Capsule, even more so when you use an AreaGrab to reduce her running room. In fact, AreaGrab really does make the fight go in your favor more than any other!

**Meddy Capsule**

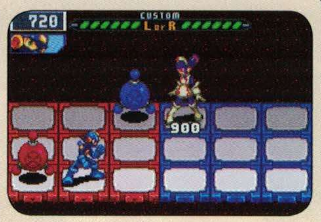
| Version | Damage |
|---|---|
| 1 | 20 |
| α | 30 |
| β | 60 |
| Ω | 100 |
| DS | Variable |



Meddy tosses two Capsules into your side of the field. Watch the direction they lay in when they land, as they cover a full three Panels when they explode, horizontally or vertically depending on their position. Each color capsule has a different effect should they hit; Red capsules do double damage, Yellow causes Confusion, and Purple makes you Blind. The Beta version of Meddy adds two more colors: White has a standard Paralysis effect, and while Black also briefly prevents you from moving or attacking, it does not cause you to flinch, preventing you from powering up your DS Navi Chips. She can only toss them into the three columns on the left side; she can't throw them into any columns you add to your area with an AreaGrab!

### Chemical Flash

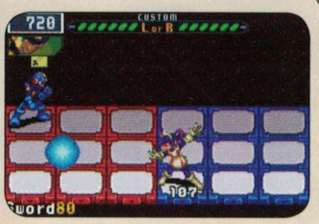
| Version | Damage |
|---|---|
| 1 | 60 |
| α | 80 |
| β | 180 |
| Ω | 240 |
| DS | Variable |



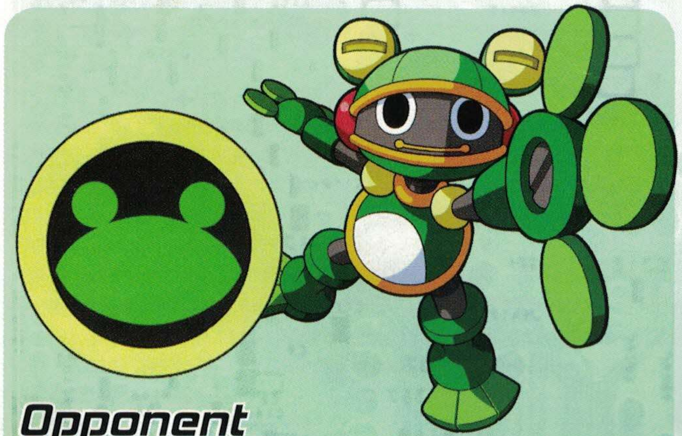
Meddy summons two Capsules into your side of the field, one red, one blue. The blue one slowly progresses toward the red; if they connect, your entire field is covered in the explosion. Be sure to have a fast-charging Buster ready for it; the blue capsule has 25 HP at first, each successive version of Meddy adds another 5 HP to it. Blast the blue capsule!

### Healing Ball

| Version | Damage |
|---|---|
| 1 | 40 |
| α | 60 |
| β | 80 |
| Ω | 100 |
| DS | Variable |



Meddy only uses this attack when her HP dips low. It's a slow-moving ball of energy that steals your HP on contact and transfers it to Meddy. Thankfully, it's very easy to dodge.



## Opponent ToadMan.EXE

**Operator**

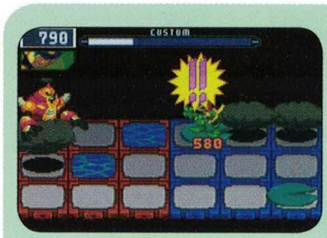
**Ribitta**

**Element**

**Aqua**

| Version | HP |
|---|---|
| 1 | 700 |
| α | 900 |
| β | 1200 |
| Ω | 1500 |
| DS | 700~1700 |

*Full Synchro Counterattack!*

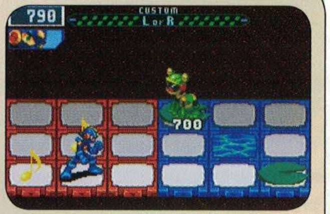


Those who remember ToadMan from *MegaMan Battle Net 2* are sure to groan at the knowledge that he's every bit as hard to hit as he was then, jumping between his two lily pads when you draw level with him, and never appearing in the center row. Therefore, wide-effect Chips are the order of the day, as is skilled timing of your attacks.

Sadly, one of the most effective Elec attacks against him, the Voltz Chip, is only available through the Chip Trader at this point. CstVolt covers a wide field, but requires very good timing to be effective. The CloudMan Chips do impressive damage when ToadMan's in the far left column; use the SP version and a Navi+20 Chip for even more.

### Shocking Song

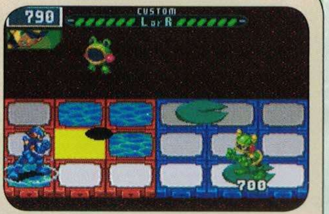
| Version | Damage |
|---|---|
| 1 | 30 |
| α | 50 |
| β | 100 |
| Ω | 200 |
| DS | Variable |



ToadMan mixes things up by having this Elec attack, a paralyzing note that can change rows to home in on MegaMan. This can be especially bad since ToadMan can create Sea Panels in your side of the field, resulting in double damage if you're caught standing on one! He usually uses this to set you up for a Frog Smack.

### KeroKero Frog

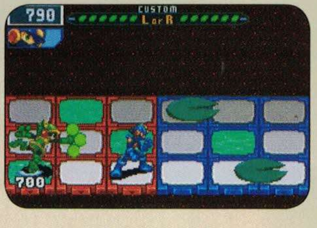
| Version | Damage |
|---|---|
| 1 | 40 |
| α | 60 |
| β | 160 |
| Ω | 240 |
| DS | Variable |



Here's where those Sea Panels come from. This bouncing froggy creates one Sea Panel per column as it bounds to the other side of the field. It's not hard to dodge, but when combined with the Shocking Song, you could be in severe trouble!

### Frog Smack

| Version | Damage |
|---|---|
| 1 | 60 |
| α | 80 |
| β | 200 |
| Ω | 300 |
| DS | Variable |



Any time you've got a Sea Panel to either side of you horizontally, ToadMan can leap into it to smack you, doing some impressive damage. There's enough of a delay between his disappearance and reappearance to move out of the way, and thankfully it only covers one Panel.

Well, the gang's all here, everyone's fired up to take on Nebula, and Lan accepts his role as leader! Your new Support Navi also uses their skills to open the evil door ahead. You can start the Liberate Mission now if you're ready! Be sure to have plenty of Break-type Chips on-hand! Fortunately, if you Jack Out and return, the bug-ghosts are all gone.

# Liberation Mission *6

## Team ProtoMan

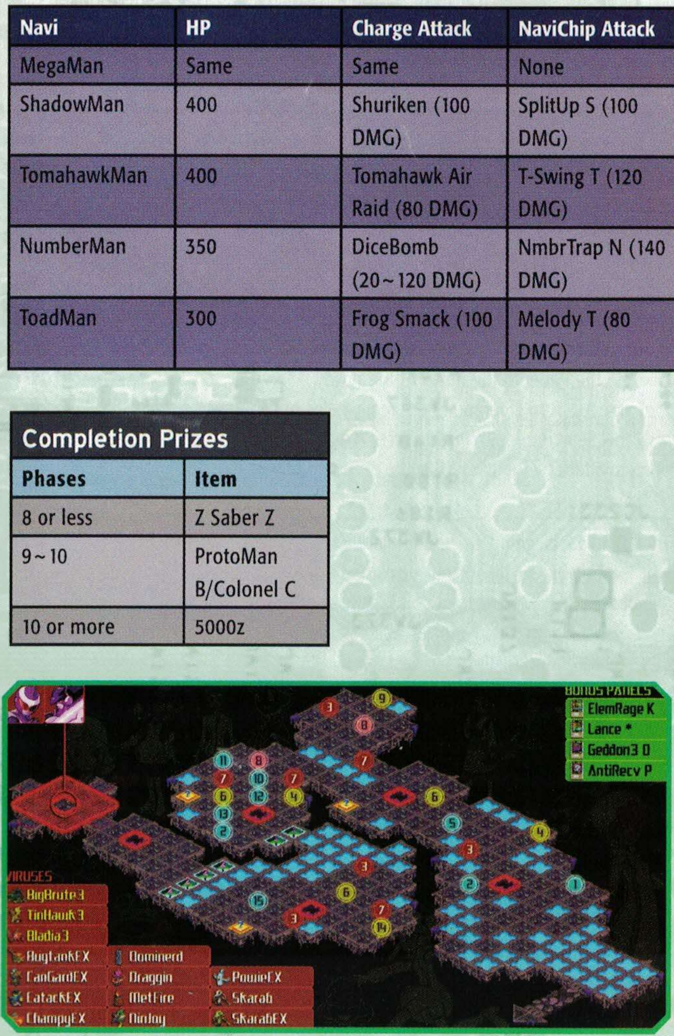
| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| MegaMan | Same | Same | None |
| GyroMan | 400 | Tornado Arm (3x30 DMG) | AirForce G (70 DMG) |
| NapalmMan | 400 | N/A | Napalm N (120 DMG) |
| SearchMan | 350 | Scope Gun (3x10 DMG) | Satelite S (100 DMG) |
| Meddy | 300 | Capsule Bomb (80 DMG) | MeddyCap M (80 DMG) |

## Team Colonel

| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| MegaMan | Same | Same | None |
| ShadowMan | 400 | Shuriken (100 DMG) | SplitUp S (100 DMG) |
| TomahawkMan | 400 | Tomahawk Air Raid (80 DMG) | T-Swing T (120 DMG) |
| NumberMan | 350 | DiceBomb (20~120 DMG) | NmbrTrap N (140 DMG) |
| ToadMan | 300 | Frog Smack (100 DMG) | Melody T (80 DMG) |

**Completion Prizes**

| Phases | Item |
|---|---|
| 8 or less | Z Saber Z |
| 9~10 | ProtoMan B/Colonel C |
| 10 or more | 5000z |

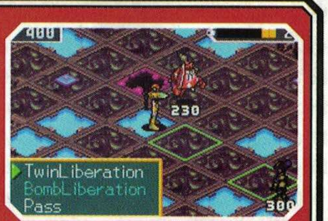

BONUS PANELS
ElemRage K
Lance *
Geddon3 D
AntiRecv P
VIRUSES
BigBrute3
TinHawk3
Bladia3
BugtankEX
CanGardEX
CatackEX
ChampyEX
Dominerd
Draggin
MetFire
Ninjoy
PowieEX
Skarab
SkarabEX
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

**Item Panels**

| Number | Item |
|---|---|
| 1 | 1200z |
| 2 | 1 BugFrag |
| 3 | TRAP (50 DMG) |
| 4 | 2 Order Points |
| 5 | 1000z |
| 6 | 3 Order Points |
| 7 | TRAP (Paralysis) |
| 8 | Heart (600 HP) |
| 9 | BarrierKey1 |
| 10 | 1300z |
| 11 | 1600z |
| 12 | SpShake2 C |
| 13 | AntiElec N |
| 14 | BarrierKey2 |
| 15 | 2000z |

### *Meddy.EXE*

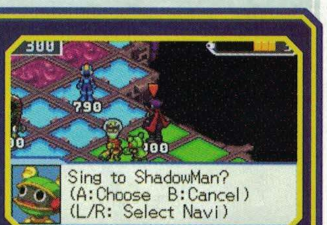
Command: Twin Liberation
Charge Shot: Capsule Bomb
NaviChip: MeddyCap M


400
230
300
TwinLiberation
BombLiberation
Pass

*Meddy's Twin Liberation can clear out a long stretch of Dark Panels, but can be a bit tricky to use. Another Navi has to complete the Twin Liberation by taking on the other end of the chain. Combined with GyroMan's ability to cross over Dark Panels, you can Liberate long paths. Meddy really has to rely on good Chips in battle, as both her Charge Shot and NaviChip attack are lobbing moves. Their extra effects can be helpful for setting enemies up for other attacks, but you must target empty Panels to be most effective.*

### *ToadMan.EXE*

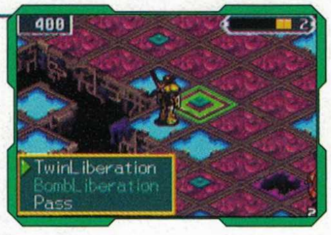
Command: Life Melody
Charge Shot: Frog Smack
NaviChip: Melody T



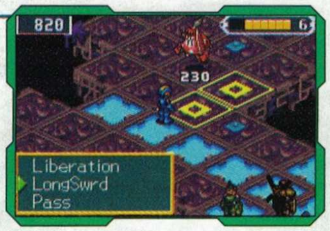
Sing to ShadowMan?
(A:Choose B:Cancel)
(L/R: Select Navi)

*ToadMan's LifeMelody is a powerful skill, granting any one Navi within his range the ability to clear out a path of up to five Dark Panels ahead with a Liberation battle! In battle, ToadMan can charge up Aqua-Element Chips to do double damage if you hold down the A button. His Frog Smack Charge Shot is pretty effective, jumping right in front of the closest enemy and slapping them for some hefty damage, but an enemy with a quick frontal attack can counter this!*

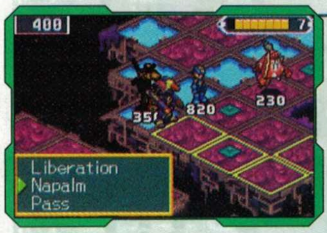
# Team ProtoMan



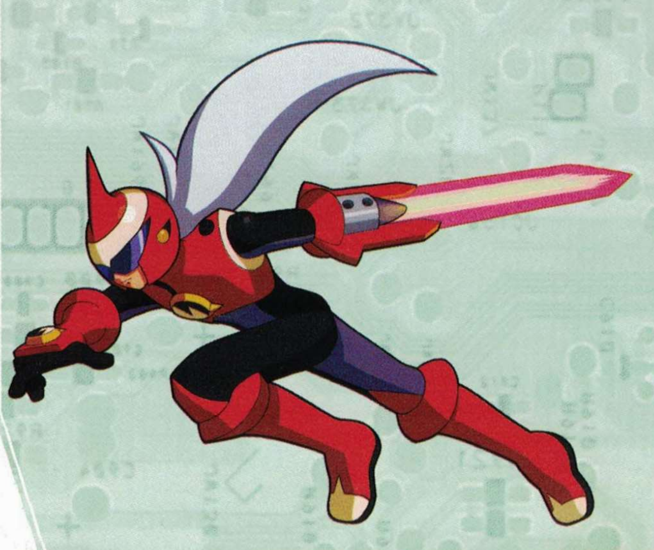
Your new Support Navi is the key to taking out the first Dark Hole. For Team ProtoMan, have MegaMan clear the first Dark Panel due east of the Dark Hole, giving Meddy an opening to start a Twin Liberation that covers the row of Dark Panels just north of the Dark Hole. Then send GyroMan to Liberate the Item Panel at the end of the Twin Liberation from the south. He's going to take 50 damage from the booby-trap afterward, but speed is key if you're after the nice prizes. Next, SearchMan can take out the Dark Hole, eliminating the Bladia3 from the map, as well. Have NapalmMan finish the Phase by Liberating the Dark Panel south of the Item Panel to the north, aiming for a 1-Turn Liberation, so he can claim the **two Order Points** within. It'll be tough since he'll be surrounded, but can be done with the right Chips. If not, then just remember that it's only the first Phase, so retreating and retrying won't hurt much.

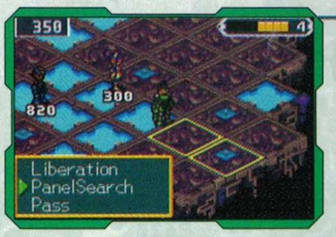


The next step is to continue the straight-line path you cut earlier, opening the Panels to the south of the BigBrute3's Dark Hole. NapalmMan can do this with his Command, although it means whoever's going to Liberate the Hole will be surrounded. GyroMan is your most solid bet to clear the Hole, which also nets you **three Order Points**. Claim the Bonus Panel that's now opened, and send MegaMan forward, using his LongSword to cut a path just east of the Bladia3. From there, either SearchMan or Meddy can take the sub-boss out so it can't harass you. Do *not* get a 1-Turn Liberation in either MegaMan's turn or when attacking the Bladia3, since that will open up the Paralysis Trap! Figure out who needs some HP restored, and have them go *after* your other Navi clears out the Bladia3, resting a turn in a safe location.

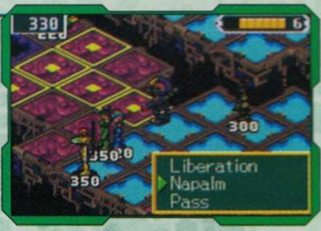


It's time for another Meddy/GyroMan Twin Liberation! Have Meddy start the Twin Liberation from the westernmost Panel. Send GyroMan to complete the Liberation on the other end, which claims both **1300z** and **three Order Points**, and opens the Panels to the west of the Bladia3. Grab the Panel, and have NapalmMan use his Napalm to the east from the Panel GyroMan is on. Follow that up with MegaMan, using his LongSword on the two remaining Panels south of the Dark Hole (which also nets you an **AntiElec N Chip**), then finish with SearchMan taking the Hole out on an even field.





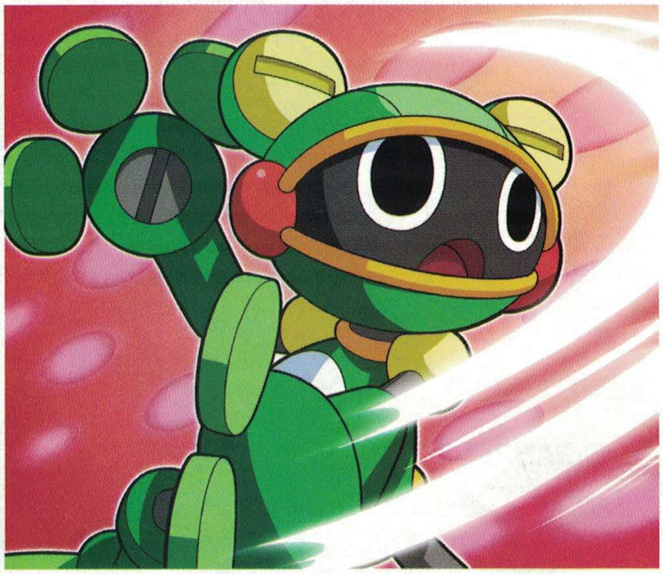
Send GyroMan back all the way north, using his flying ability to get the **BarrierKey1** from the Item Panel and opening the path ahead for your team. Have NapalmMan use his Napalm due west of the Dark Hole, giving MegaMan an even field to attack it with. This also destroys that pesky TinHawk3 that's been following you around! Have Meddy Liberate the Panel to the north of the newly-cleared area, claiming **three Order Points**. A 1-Turn Liberation here really helps out SearchMan, who should then use his Panel Search to claim the **BarrierKey2**. Unfortunately, this leaves NapalmMan open to attack by the Bladia3, so be prepared to take that hit.

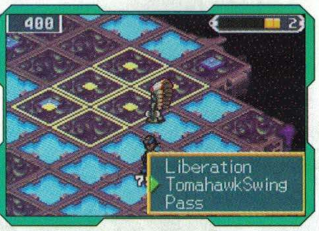


That Bladia3 is going to hound you if you leave it be, so take it out now. Use SearchMan or Meddy, as you really have no need of their special abilities this round. Attack from the east, and you'll have a field advantage. Napalm's Command comes into play once again, opening a path directly to the last Dark Hole for MegaMan to take it out. Spend one more Order Point on GyroMan's Bomb Liberation, taking out the single Dark Panel on the bridge to the Dark ProtoMan. SearchMan can Pass to restore HP, or have grab the **2000z** to the east.

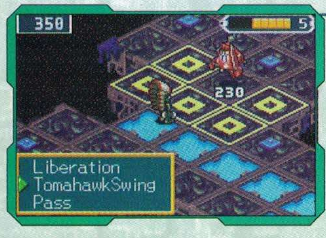
Now that you're in the next Phase, it's time to take on Dark Proto. Be sure to save right away, as your next Phase really needs to result in a 1-Turn Liberation! That way, you have an even field for the rest of your Team to take on Dark Proto. If it doesn't, return to your save-game and try again. NapalmMan's not a bad choice for starting the assault on Dark ProtoMan, and Meddy's Capsule Bombs aren't bad either.

## Team Colonel

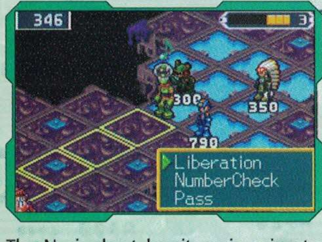




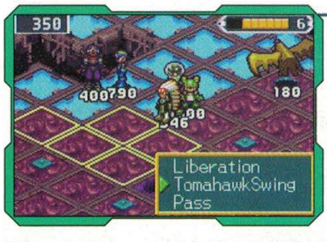
Team Colonel should start with having ToadMan use his Life Melody on ShadowMan, who then should move to the same spot Meddy starts her attack from, which clears a path on the north side of the Dark Hole. He *must* get a 1-Turn Liberation to clear the Panel behind him, letting the other Navis in. If not, retreat and start over; you'll have lost nothing. His enhanced Liberation clears a path to the Dark Hole, which MegaMan can then take out. Next, have TomahawkMan use his Command to cut a path with his Command, taking out all six Dark Holes ahead—and taking the hit from the trapped Item Panel. You need that spot open. Finish up with NumberMan performing a normal Liberation on the isolated Item Panel, claiming **two Order Points**.



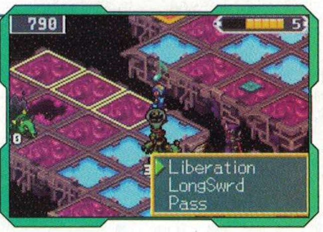
Have ToadMan sing to NumberMan, who should then continue the straight path you've already cut, which ends up south of the next Dark Hole. Claim the Bonus Panel that's been cleared, then have ShadowMan Liberate the BigBrute3's Dark Hole, since his charged shot and speed are more reliable in this instance. This also nets you three **Order Points**! Use one of them on TomahawkMan, T-Swinging open the Dark Panels leading to the Bladia3, leaving it at a field disadvantage when MegaMan attacks it!



Send ShadowMan to the north, claiming the **BarrierKey1** in the far Item Panel. Give NumberMan another Life Melody, then have him attack south from the westernmost open Panel. His extended range claims **1300z** and **three Order Points**, plus cuts a path to the Bladia3. The Navi who takes it on is going to be surrounded, but lone Bladias are easy pickings in these situations, especially if you have Quake and DrilArm Chips, so send in MegaMan to take it. Just *don't* get a 1-Turn Liberation, or you'll set off the nearby Paralysis trap! TomahawkMan can then tackle the Dark Hole itself, since he's good at dealing with being surrounded.



Enter the area formerly blocked by the Barrier Panels. That Tinhawk3 really needs to go now, so send TomahawkMan in to Swing open a path to the Dark Hole the TinHawk spawned from. Next, have ShadowMan Liberate the Dark Hole, removing the TinHawk and opening up a little more room to work! Have NumberMan perform the Number Check to the east, grabbing the **BarrierKey2**. Let ToadMan have a turn in battle, claiming the **three Order Points** nearby, and finally, if you're feeling confident, have MegaMan Liberate a path to the Bonus Panel from the north, making sure not to 1-Turn it and accidentally trigger the trapped Item Panel.



Getting to the final Dark Hole is a bit tricky, but it can be done in one Phase. Use the Tomahawk Swing directly east of the Bladia3, which leaves it at a field disadvantage when NumberMan challenges it. Once the Bladia3 is down, have ToadMan use his Life Melody on one of the remaining two Navis, who should then cut a path to the north of the Dark Hole, which leaves an even field for your final Navi to take it out, removing the BigBrute3 from the map and removing the Locked Panels surrounding Dark Colonel. Whew!

The final stretch presents a bit of a quandary. TomahawkMan's Command can give you an even field of battle, but Tomahawk is also one of the stronger Navis against Dark Colonel. With a full four Navis and strong Chips, you should be able to tackle and take down Dark Colonel in one Phase.

## Opponent
## ProtoMan.EXE

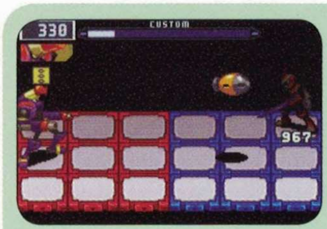
**Element**

■

**Null**

| Version | HP |
|---|---|
| Dark | 1000 |

*Full Synchro Counterattack!*



ProtoMan was holding back the first time you faced him. Not this time, that's for sure! He's faster, stronger, and far nastier, plus his repertoire has expanded. The new attacks are slightly different from the versions you'll face when tackling his Beta and beyond incarnations, though. As usual, ProtoMan is a big challenge; Invisibl can save your hide, and the AntiSwrd Chips earned from Oran's Battle Green Mystery Data gems can help, too. Otherwise, anything that auto-targets or covers a wide field is essential, like NapalmMan's NaviChip attack. Napalm's Vulcan Arm also works well, since it doesn't trigger Proto's defenses! Chances are you're going to need every Navi available to you to take him down.

### Wide Sword

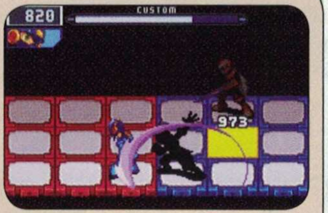
| Version | Damage |
|---|---|
| Dark | 120 |

### Fighter Sword

| Version | Damage |
|---|---|
| Dark | 120 |

### Shadow Slash

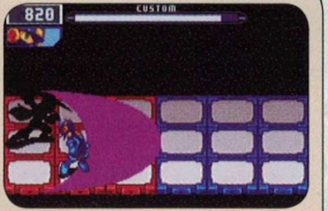
| Version | Damage |
|---|---|
| Dark | 80 |



A variation of the later Surprise Slash, Proto projects himself into your field to attack after blocking yours. Instead of a WideSwrd-style attack, though, he uses a MoonBld-style swipe, covering all eight surrounding Panels.

### Dark Edge

| Version | Damage |
|---|---|
| Dark | 2x120 |



Watch out when Proto's movement speeds up dramatically. He's about to leap behind you, slashing with the range of a LifeSwrd, then again from in front! Evading this is hard indeed, but if you can get directly above or below Proto, you'll be spared. Interestingly enough, if you're in the front column, ProtoMan will appear behind you twice, but will *still* slash to the left on the second attack! There's a slight pause between the blows you can use to move.

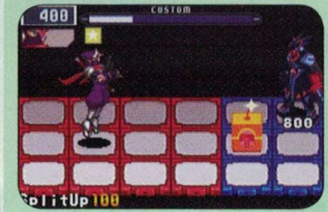
## Opponent
## Dark Colonel.EXE

**Element**

**Null**

| Vervsion | HP |
|---|---|
| Dark | 1200 |

*Full Synchro Counterattack!*



Colonel's a lot nastier in this new encounter than back in SciLab. The biggest new threat is the Colonel Army; any time you draw level with a RockCube that he projects into your side of the field, it becomes a drone-soldier that attacks with a gun if it's in front of you, or a LongSwrd if it's behind you. Geddon2 combined with the AirShoes Customizer Program can really put a dent in that attack! Be sure to pack in the wide-effect and auto-targeting attacks. Fortunately, the Army does not affect BoyBombs! He's still tough, and you're likely to need as many able-bodied Navis as possible to take him down!

### Screen Divide

| Version | Damage |
|---|---|
| Dark | 120 |

### Colonel Cannon

| Version | Damage |
|---|---|
| Dark | 160 |

### Blind Rain Shower

| Version | Damage |
|---|---|
| Dark | 4x50 |

### Colonel Army (Sword)

| Version | Damage |
|---|---|
| Dark | 90 |

### Colonel Army (Rifle)

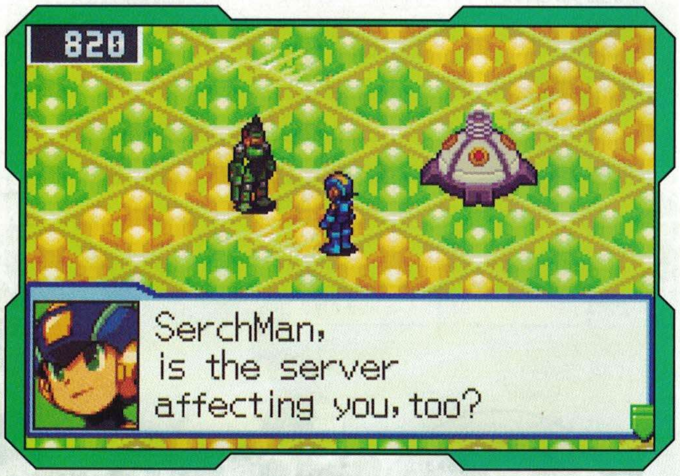
| Version | Damage |
|---|---|
| 1 | 3x30 |

Sadly, your possessed Leader Navi is not freed from Nebula control, despite the mission's success. But still, Nebula has been driven from the Undernet... which, admittedly, makes the place only marginally less filled with evil scumbags. MegaMan also bonds with his newest teammate, unlocking the **Meddy Soul** and **Toad Soul** powers!

# Part 7
## The Frightful Factory

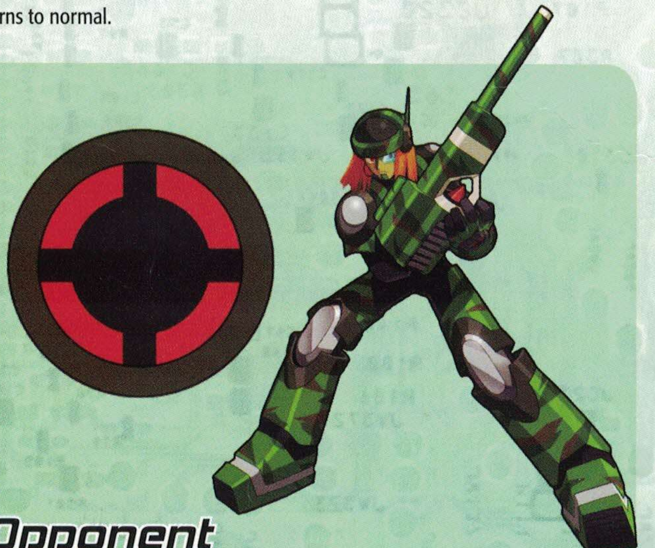
### Boss: Nebula Gray

Regal kicks his plan into high gear. The first phase appears to be making everyone scream at each other, and *something* is causing it. Lan can't leave ACDC Town until he's solved this puzzle. An anonymous email says that microservers inside the cyberworld are responsible. There's only one computer system in the outdoors of ACDC; Jack In to the TreeComp!


820

SerchMan,
is the server
affecting you, too?

The microserver is here all right… but so is your Brain Navi teammate! And they're itching for a fight. It's the Alpha version of the Navi, regardless of which version of them is currently loose on the net. They've got nothing you haven't seen already, so let them have it. Once they're down, the microserver is smashed, and ACDC Town returns to normal.



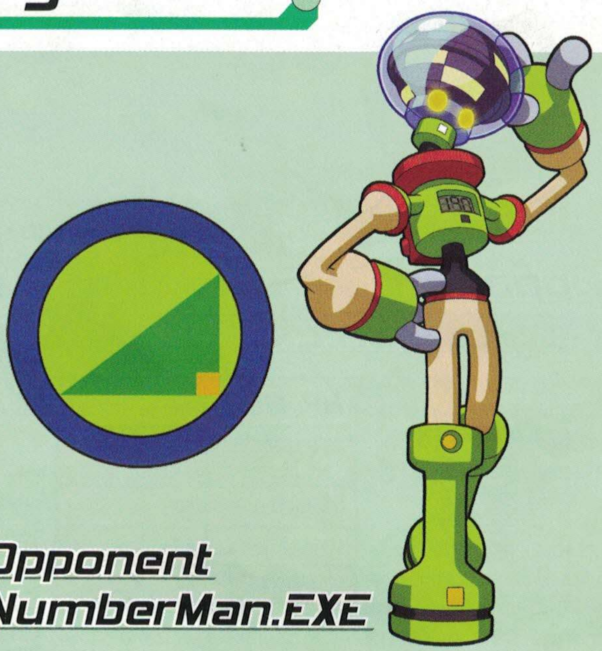
### Opponent SearchMan.EXE

**Element**

Null

**HP: 1000**

| Attack | Damage |
|---|---|
| Scope Gun | 3x20 |
| Search Grenade | 60 |
| Satellite Ray | 60 |



### Opponent NumberMan.EXE

**Element**

Null

**HP: 900**

| Attack | Damage |
|---|---|
| Dice Bomb | 30~180 |
| Number Ball | 60 |
| N-Trap (T-Bomb) | 50 |
| N-Trap (Eraser) | 90 |

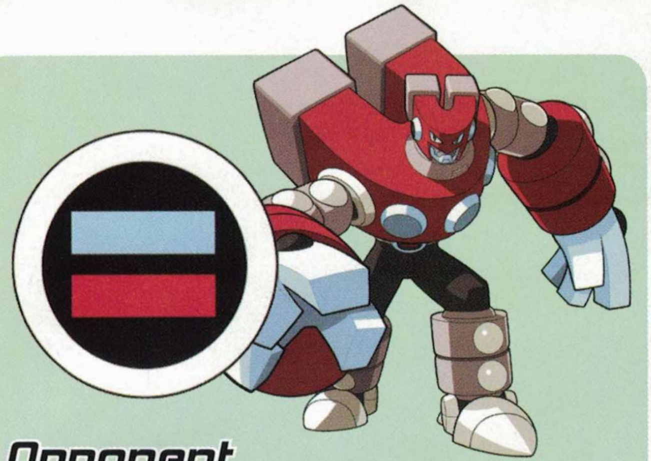
Head to Higsby's back room to talk to your leader about what's going on. There are three more microservers, and each one is guarded by one of your teammates under their influence. Time to hunt them down!

*If you Jack In to the net now, you'll notice that none of the NetDealers is currently at their shops.*

There are actually two microservers at SciLab, so jump on the Metroline and head there first. Proceed into the main building and Jack In to the TerminalComp by the reception desk, where your Defense Navi is waiting.

818

but I'm actually
shy and awkward.



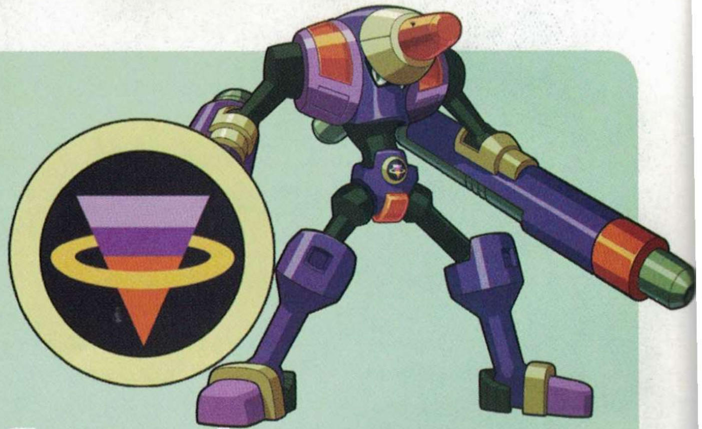
## Opponent
## MagnetMan.EXE

Element

Elec

**HP: 800**

| Attack | Damage |
|---|---|
| NS Tackle | 80 |
| MagBall | 60 |
| MagMissile | 60 |



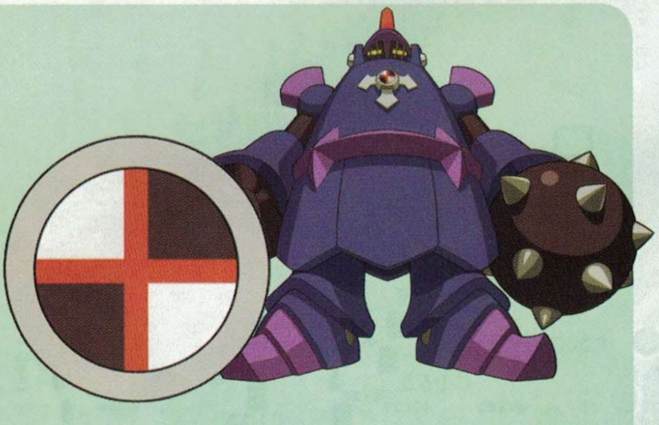
## Opponent
## NapalmMan.EXE

Element

Fire

**HP: 1000**

| Attack | Damage |
|---|---|
| Fire Bomb | 70 |
| Napalm Bomb | 80 |
| Vulcan Arm | 3x20 |



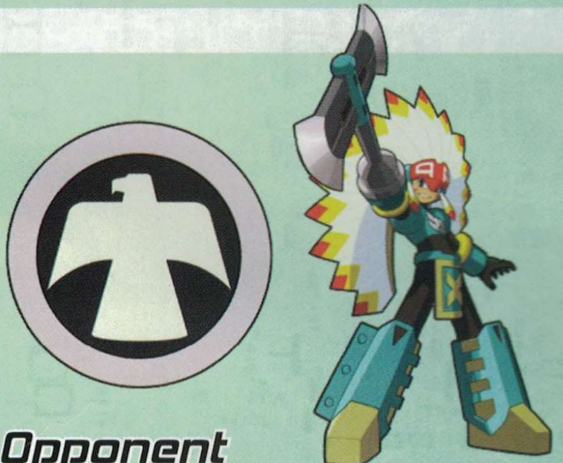
## Opponent
## KnightMan.EXE

Element

Null

**HP: 900**

| Attack | Damage |
|---|---|
| Block 'n' Wall | 60 |
| Kingdom Crusher | 60 |
| R.W.B. | 80 |



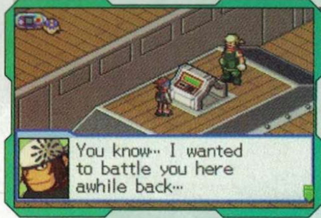
## Opponent
## TomahawkMan.EXE

Element

Wood

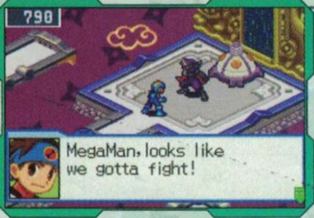
**HP: 900**

| Attack | Damage |
|---|---|
| Tomahawk Air Raid | 60 |
| Tomahawk Swing | 70 |
| Totem Meteor | 40 |
| Rolling Tomahawk | 80 |



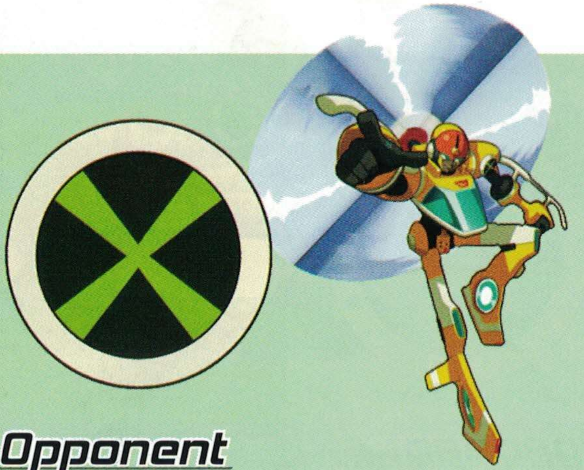
You know... I wanted to battle you here awhile back...

Before you leave, visit the Main System room; a man in the western corner has the **MrFolder** to replace your unalterable Extra Folder if you'd like! People are going nuts over at SciLab's docks, so head there next. Your Offense Navi's Operator is waiting there, eager to have another go at Lan and Mega. Take their Navi down, then the microserver.



MegaMan, looks like we gotta fight!

Finally, make your way to End City. Your objective is all the way up on the rooftop. And it's all the way at the very end of GargoyleComp 3! Although you don't have to deal with the whole Ninja/trap security system, there are stronger Viruses running through the system than the last time you were through. Your Mobile Navi is waiting at the end, so take him down!



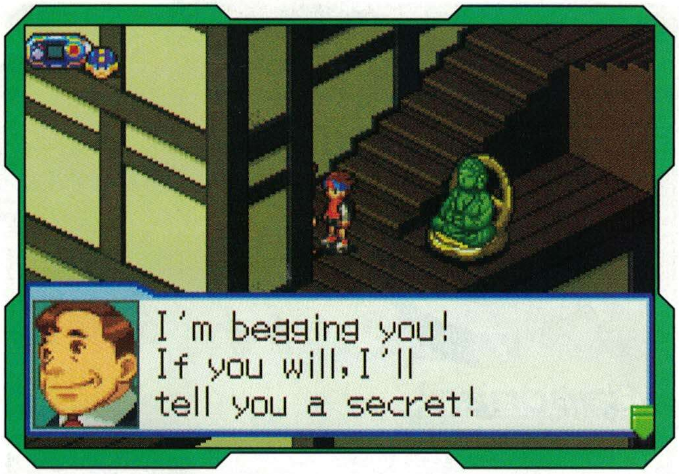
## Opponent GyroMan.EXE

**Element**

**Null**

**HP: 800**

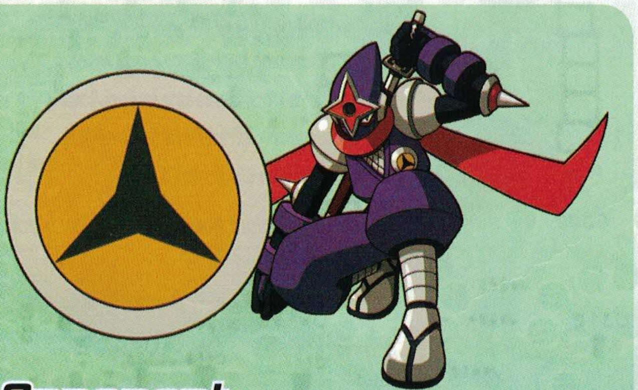
| Attack | Damage |
|---|---|
| Gyro Air Force | 80 |
| Gyro Counter | 3x10 |
| Tornado Arm | 3x20 |
| Gyro Cutter | 60 |



I'm begging you!
If you will,I'll
tell you a secret!

With all the microservers in Electopia cleared out, people begin returning to normal. Looks like the source of the signal is inside Undernet 4, though. You can get there quickly via the GargCastle's HomePage, but don't go just yet. Head down to the jade statue and talk to the guy lurking in the corner; he'll give you a special lotto number!

All of the NetDealers are back at their shops now, so you're pretty much free to wander and spend Zenny, as well as go Navi-hunting. This really is the best time to do it, since you've got some heavy-duty battles up ahead. GridMan and LarkMan are now in their Beta versions, so go take them on. Defeat them, and the Omega versions are set loose as random encounters on the net. GridMan Ω can be found in Oran 2, And LarkMan Ω in Undernet 2. Beat them to earn their SP and DS Chips!



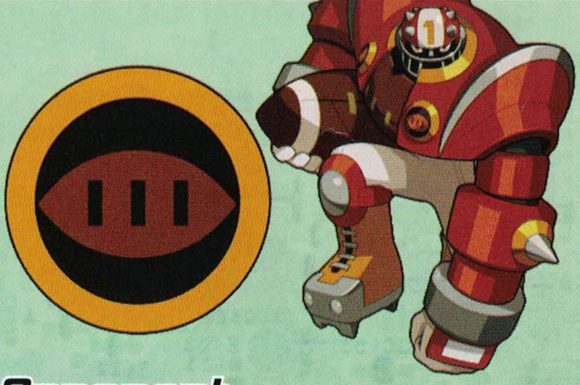
## Opponent ShadowMan.EXE

**Element**

**Null**

**HP: 700**

| Attack | Damage |
|---|---|
| Kawarimi Shuriken | 60 |
| Bakuen | 60 |
| Bunshin Kiri | 60 |
| Yamiuchi | 60 |



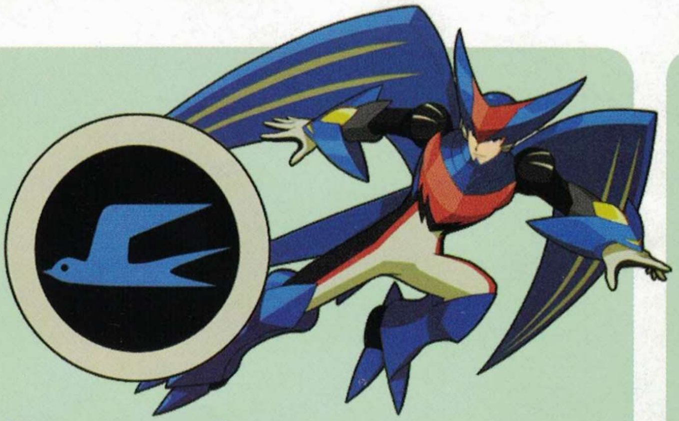
## Opponent GridMan.EXE

**Element**

**Null**

**HP: 1600**

| Attack | Damage |
|---|---|
| Hell Tackle | 120 |
| Bound Throw | 120 |
| Magnum Kick | 160 |
| Death Touchdown | 200 |



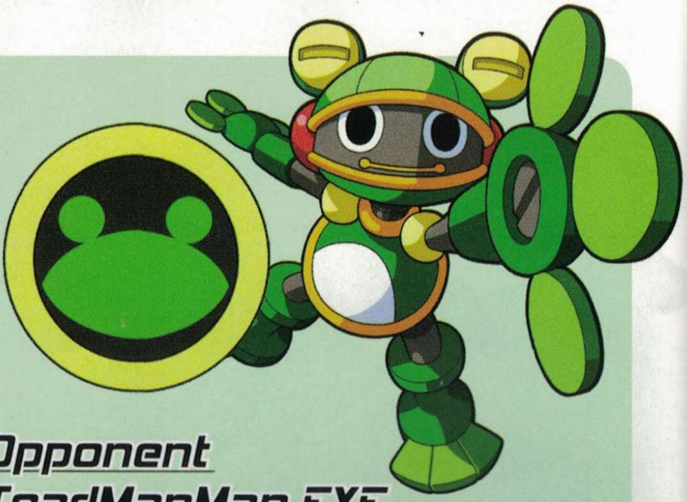
## Opponent LarkMan.EXE

**Element**

Null

HP: 1500

| Attack | Damage |
|---|---|
| Swallow Cutter | 140 |
| Air Dive | 140 |
| Lark Drive | 180 |



## Opponent ToadManMan.EXE

**Element**

Aqua

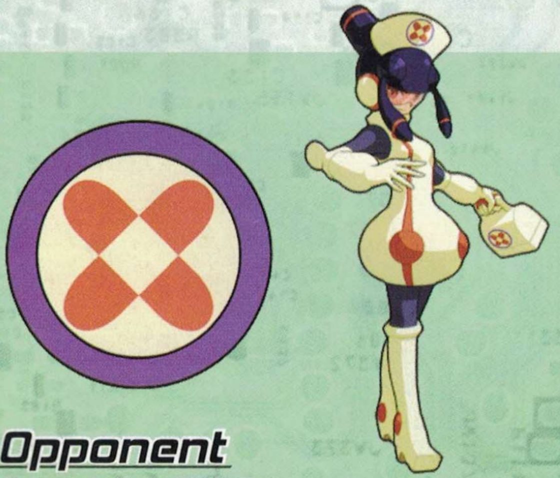
HP: 900

| Attack | Damage |
|---|---|
| Shocking Song | 50 |
| KeroKero Frog | 60 |
| Frog Smack | 80 |

840

The DarkPower left ProtoMan!!!

As you make your way through the Undernet, there's one HeelNavi in particular you must talk to in Undernet 2. He's hiding under the southern stairs; chat with him and he gives you a special lotto number. Continue on to Undernet 3, where the Alpha copy of your Support Navi is waiting. Beat them if you like, then continue on to Undernet 4.



## Opponent Meddy.EXE

**Element**

Null

HP: 1100

| Attack | Damage |
|---|---|
| Meddy Capsule | 30 |
| Chemical Flash | 80 |
| Healing Ball | 60 |

*There are two things here. First, even though the Alphas of Meddy and ToadMan are in Undernet 3, the Beta and Omega versions are not! Those are in End Area 4. ProtoMan and Colonel's Beta/Omegas, however, are in Undernet 3.*

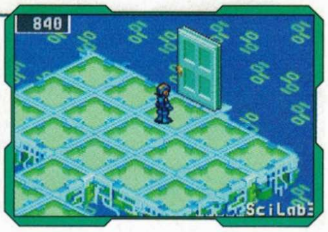
*Second, you might have noticed a few black HeelNavis around, particularly one under the northern stairs in Undernet 2. Take note of their positions for now, but only accept their challenge if you're really confident. The Viruses they sic on you are vastly stronger than any you've faced so far! Don't worry, you'll get the chance to take them later with even more power, plus you can't really take advantage of the results of winning for a while anyway.*

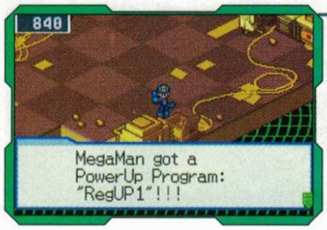
840

The DarkPower left ProtoMan!!!

The transmitter is way in the back of Undernet 4... and so is your possessed leader. Things are looking bad, but luckily, MegaMan has some friends with great powers! And now, with the Leader Navi free, MegaMan gets a little more great power, obtaining the **Proto Soul** or **Colonel Soul**! After a meeting with the entire team, head home. Mom's found an old **DataDisk** of Gramps' that might be of some use. SciLab 3... time to do a little exploring.

HP-jump your way to SciLab 3, then head straight north, all the way to the dead-end. Check the center square of the northern border, and another Vision Burst doorway appears! Get your stuff ready!


840
SciLab3

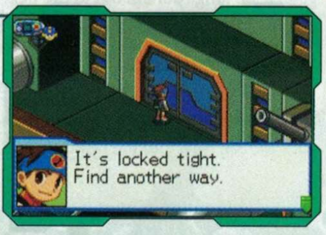


MegaMan got a
PowerUp Program:
"RegUP1"!!!

It's SciLab, 25 years ago... and it's Gramps Hikari and Wily as they were then, completing their research on SoulNet. You're getting closer to unlocking exactly what Regal is after! Even though MegaMan is automatically pulled from cyberspace at the end of the VisionBurst, Jack In again and return to this point. Check the crates at the southeast corner of the room to claim a **RegUp1**! Be careful, though, as there are Viruses in here—Catacks, Eleogres, Marina, and Shakeys! Once you've got it, Jack Out and go to bed. Time to rest up for the final strike!

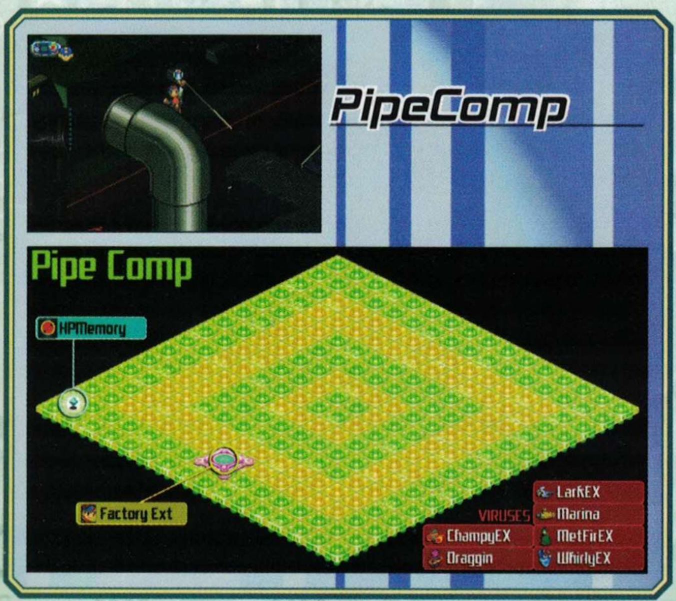
The next morning, make all necessary preparations and meet everyone in the park. After saying your goodbyes, the team takes a chopper to Mt. Belenus, home of the Nebula base. If at any point you want to return to ACDC Town, simply head for the rope ladder. And when you want to go back to the volcano, talk to the SciLab guy in the park. In fact, head back to ACDC Town right now, then run to SciLab; a man in the upper level of the Lobby has a **RegUp2** for you! Then proceed to End City and make your way to the rooftop walkway, where a man just outside the doorway gives you an **HPMemory**! Finally, there's a new Chip Trader Special on Oran Mountain with even better stock than the ship's Trader!

The front door is shut tightly at the base, but making such an obvious entrance would be dumb anyway. There's a back door that's open, so head the long way around and check there!



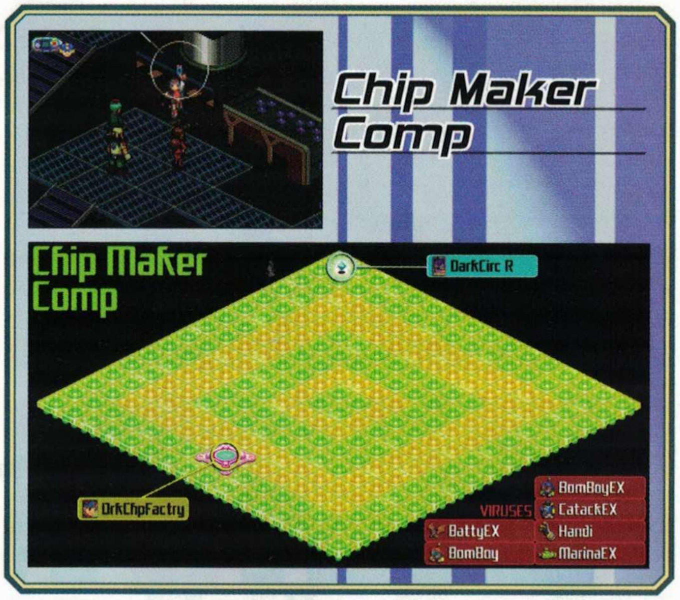
It's locked tight.
Find another way.

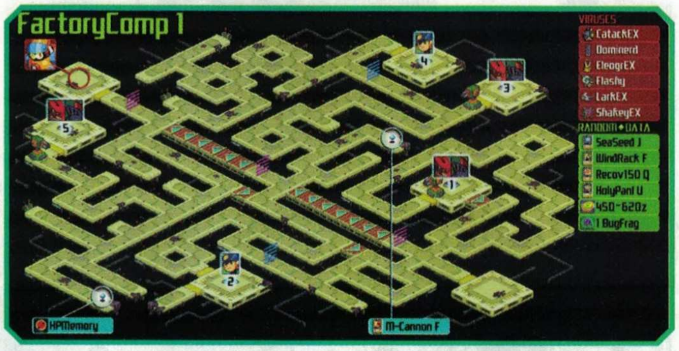
## PipeComp


Pipe Comp
HPMemory
Factory Ext
VIRUSES
LarkEX
Marina
ChampyEX
MetFirEX
Draggin
WhirlyEX

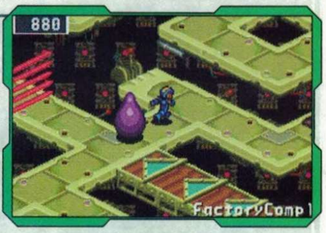
Once inside, Lan gets a new Giga-Class Chip from his leader for the battle ahead, Chaud gives him **DeltaRay Z**, while Baryl gives him **CrossDiv C**. You can Jack In to the messageboard on the wall ahead, which leads to Undernet 3. Go there now, and head for Undernet 2; a HeelNavi by the link sells you the **RollDS R Mega Chip** for 3000 Zenny! With that done, head into the main Dark Chip Factory through the double-doors. Be sure to Jack In to the Chip Maker, as it contains the last Dark Chip for your collection! Keep moving forward until your path is blocked by an electric barrier. Lan and your Defense Navi's Operator both Jack In!

## Chip Maker Comp

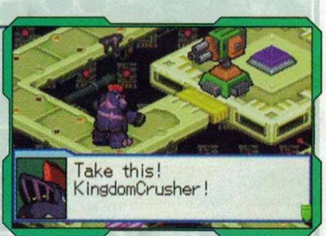

Chip Maker Comp
DarkCirc R
DrkChpFactry
VIRUSES
BomBoyEX
CatackEX
BattyEX
Handi
BomBoy
MarinaEX


FactoryComp 1
VIRUSES
CatackEX
Dominerd
EleogrEX
Flashy
LarkEX
ShakeyEX
RANDOM◆DATA
SeaSeed J
WindRack F
Recov150 Q
HolyPanl U
450~620z
1 BugFrag
1
2
3
4
5
HPMemory
M-Cannon F

Negotiating the FactoryComp systems is sort of similar to a Liberation Mission, in that you can take control of your teammate Navis and battle Viruses with them. They play the same as in Liberation Missions, complete with NaviChip attacks. Press the Select button to swap between your Navis, and send them forward. As you move, watch out, as globs of black icky stuff drop from the sky; if it lands on your Navi, they instantly lose some HP.

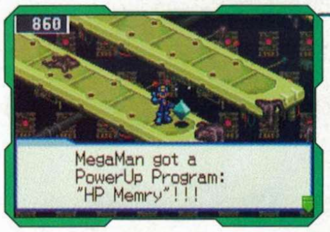

880
FactoryComp1

In the first system, you must go back and forth between MegaMan and your Defense Navi, opening a series of switches to get Mega to the final section. First, send the Defense Navi to the east until they come across a cannon, which they promptly clear out. Once it's out of the way, have them step on the button ahead and *keep* them there. This opens the gate for MegaMan ahead, allowing him to access a button that opens the blue gate nearby.



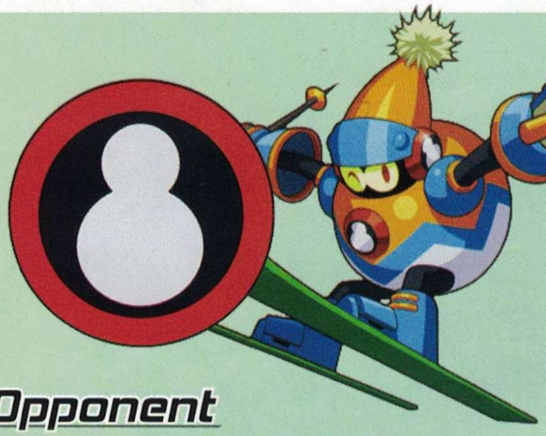
Take this!
KingdomCrusher!

Send in your Defense Navi, traveling past the gate MegaMan opened, then back to the north, grabbing the **M-Cannon F** Chip along the way. Another cannon blocks his path, but not for long. This opens up the second gateway in the dead center of the system. Once you reach the big red gate, turn north and have him hit the button at the end of the path.



MegaMan got a PowerUp Program: "HP Memry"!!!

Now your Defense Navi has to make his way all the way south, past the gate, and finally turning west to reach the final cannon/button combo. This one opens the red gate, leaving MegaMan free to tackle the section's boss, BlizzardMan! Before you do, though, send MegaMan along the same path south, all the way, but turning east to pick up the **HPMemory**, since only Mega can claim those. Blizzard's been upgraded to Alpha-version now, so he's considerably tougher. Then again, so are you. Have some strong Elec attacks ready to go to take him down!



## Opponent BlizzardMan.EXE

**Element**

**Aqua**

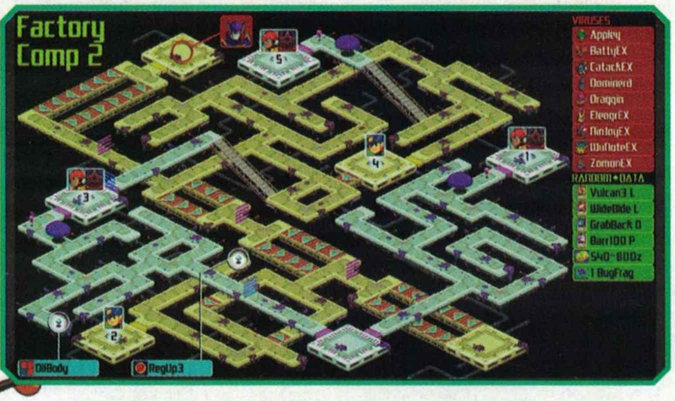
**HP: 1200**

| Attack | Damage |
|---|---|
| Snow Rolling | 100 |
| Blizzard Breath | 100 |
| Rolling Slider | 120 |

As BlizzardMan falls, a portal opens, sucking him into the Dark Galaxy, a digital world of darkness created by Regal. Your Defense Navi sacrifices himself to allow MegaMan to escape the portal's clutches. There's nothing to be done but move on. Should you miss anything inside the machine (or want to wander around in there to gain more Chips), the gates are all deactivated now.

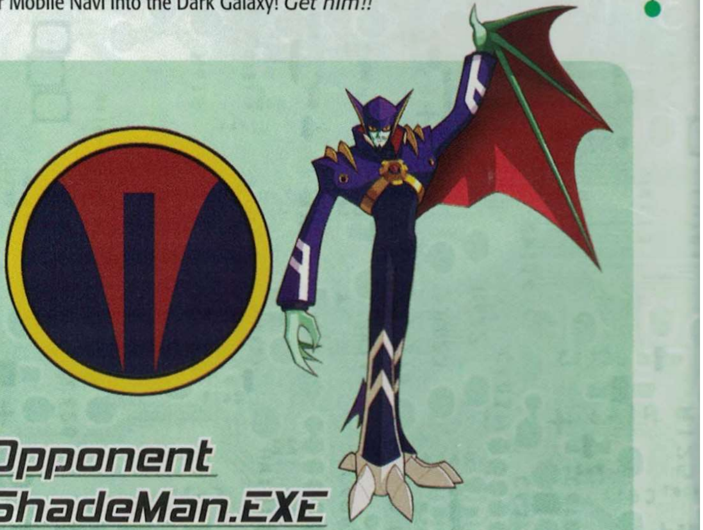
*As each of the Darkloids fall in battle, their Beta copies are sent into the net–invisible but at set positions, just like your Team Navis. And just like the Betas of your Team Navis, defeating them puts the Omega versions as random encounters in the same area. This gives you the chance to earn the SP and DS versions of the Darkloid Navis' Mega Chips!*

Head up the stairs, to the second level of the Factory where another electro-barrier awaits. This time, it's your Mobile Navi's turn to help out!



Your Mobile Navi starts in a different area from MegaMan, but this is no big deal. First send them north to go over the dark cloud and trip the first switch, which lets MegaMan at the next section. Make sure to grab the RegUp3 along the way, then trip the blue switch. Your Mobile Navi now has to run all the way back to their starting point, turning west to reach the next cloud and button. Make sure they grab the **OilBody Red Customizer** Program along the way.

Send MegaMan up the middle of the system, turning north once he reaches the next gate. It's a long roundabout to the next button with nothing interesting to collect on the way. Once it's open, your Mobile Navi has access (Axess?) to the lower level, where he must follow the same route, only heading up the ramp at the end to hit the final button, letting MegaMan at the boss. With all the clouds around one would expect CloudMan, but ah-hah, the switcheroo! It's ShadeMan! And he's just sucked your Mobile Navi into the Dark Galaxy! *Get him!!*



## Opponent ShadeMan.EXE

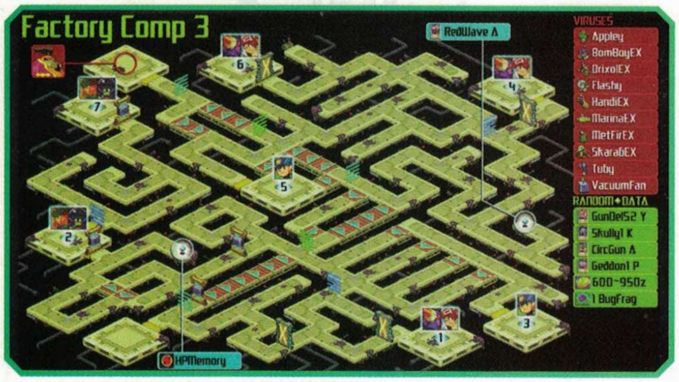
**Element**

**Null**

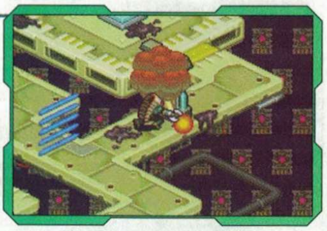
**HP: 1000**

| Attack | Damage |
|---|---|
| Crash Noise | 80 |
| Red Wing | 80 |
| Black Claw | 100 |
| Shade Drain | 6x20 |

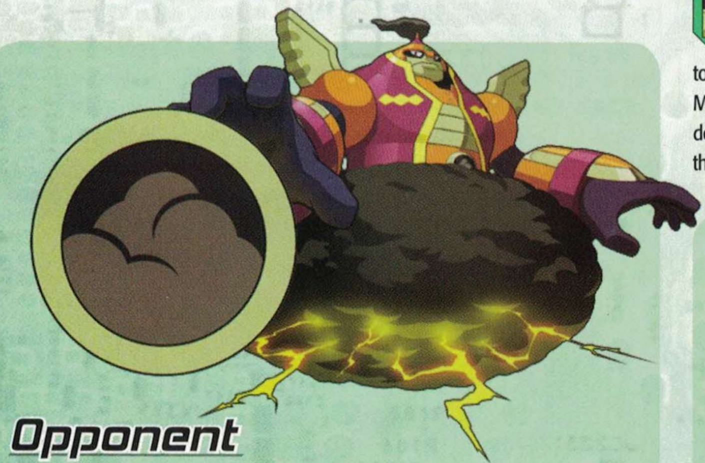
Make your way up to the next level, which has another security gate. Check the electric bars proper to call your teammates up. This time, it takes three Navis to open 'er up, so your Offense and Brain Navis Jack in, as well!


Factory Comp 3
RedWave A
HPMemory
1
2
3
4
5
6
7
VIRUSES
Appley
BomBoyEX
DrixolEX
Flashy
HandiEX
MarinaEX
MetFirEX
SkarabEX
Tuby
VacuumFan
RANDOM◆DATA
GunDel52 Y
Skully1 K
CircGun A
Geddon1 P
600~950z
1 BugFrag

Now things get a little bit complicated. First send your Offense Navi east, crushing through two gates to reach the blue button beyond. From there, your Brain Navi can unlock the gate just ahead. Take the conveyor, then turn to the southwest through two more gates, eventually reaching the next button. There's an **HPMemory** right next to the button, but of course only MegaMan can pick it up. Send Mega to retrieve it, then run all the way back to the east, hitting the button next to where your Offense Navi is waiting. *Don't* go through the gate your Brain Navi just opened—not yet!



Now send your Offense Navi through the newly-opened green gate, and keep going north. Grab the **RedWave A** Chip along the way, then trigger the button past the door. Skip over your Brain Navi, and take control of MegaMan once again. Send him up the same path your Offense Navi took, only this time turning west through the newly-opened gate. Roundabout your way to the button in the center of the area, which opens the gates next to your Brain Navi *and* your Offense Navi. Next, return to the Brain Navi and have them trigger the button up ahead. Have your Offense Navi take out the last door to the west, and hit the button that lets MegaMan at the boss.



## Opponent CloudMan.EXE

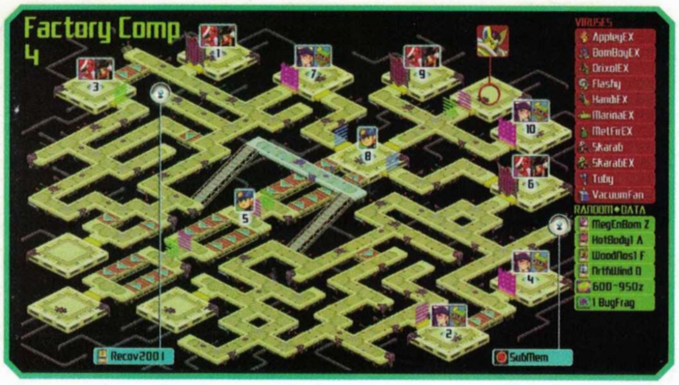
**Element**

**Elec**

**HP: 900**

| Attack | Damage |
|---|---|
| Goro Thunder | 60 |
| Cross Spark | 80 |
| Elec Storm | 80 |

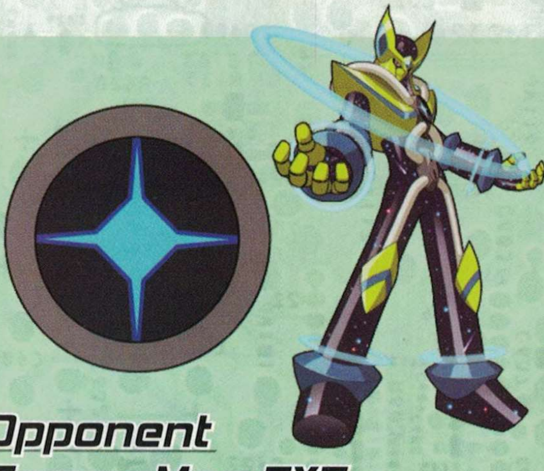
Yes, your two teammate Navis also fall into the Dark Galaxy. This is getting depressing. There's one more gate ahead, and guess what? Yep, your last two Team Navis come along to help unlock it.


Factory Comp 4
Recov200 I
SubMem
1
2
3
4
5
6
7
8
9
10
VIRUSES
AppleyEX
BomBoyEX
DrixolEX
Flashy
HandiEX
MarinaEX
MetFirEX
Skarab
SkarabEX
Tuby
VacuumFan
RANDOM◆DATA
MegEnBom Z
HotBody1 A
WoodNos1 F
ArtfWind D
600~950z
1 BugFrag

The most complicated of the computer systems, each Navi starts in a different location here. First, have your Leader go as far to the northwest as possible, grabbing the **Recov200 I Chip** along the way, then clearing the iron gate and hitting the button behind. This opens a gate on the path your Support Navi is on, so have them go through and hit the button there. Once again it's your Leader's turn, who hits the button just south of their current position and opens up one gate in the center. Now have your Support Navi clear out the evil gate just north of them, hitting the button to give MegaMan an open path. Have Mega advance as far north as possible, even though he can't hit any buttons.

400
FactoryComp4

Once Mega's in position, your teammates need to do a little swap. Send your Leader south, taking them over the bridge to the eastern section, grabbing the **SubMemry** nearby, and demolishing the first iron gate there. Once they've pressed the button, your Support Navi must then also take the bridge to the dark gate next to the button your Leader just left. With both buttons pressed, send Mega forward again, this time hitting the button he finds there. Now have your teammates do one more side-swap, meeting up with Mega, then pressing the buttons to each side of the boss and letting Mega in to tackle CosmoMan.



## Opponent CosmoMan.EXE

**Element**

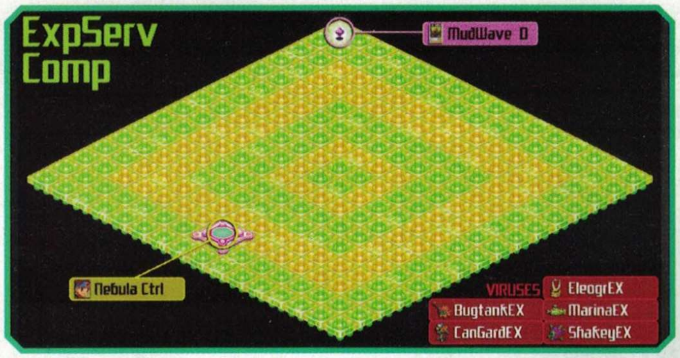
**Null**

**HP: 1200**

| Attack | Damage |
|---|---|
| Cosmo Gate | 100 |
| Cosmo Buster | 100 |
| Cosmo Ring | 100 |
| Cosmo Planet | 100 |

Lan got: "DexPET," "MayIPET" and "YaiPET."

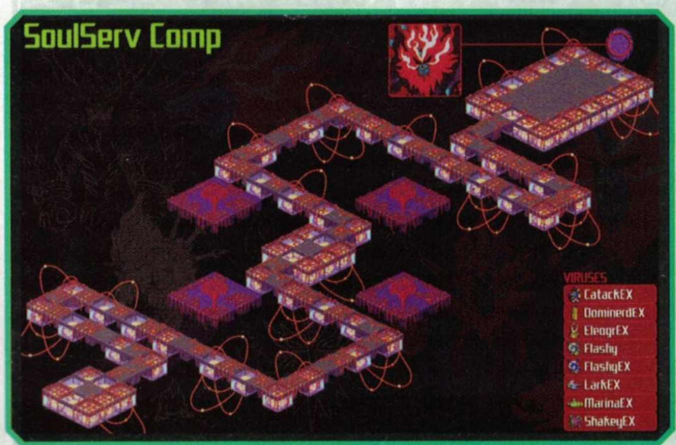
Pyrrhic victories all around, but you're almost to Regal. And he's almost ready to really do some horrible, horrible things with SoulNet. Make your way forward into Nebula's Control Room. There's got to be a secret passage somewhere, but where? Jack In to the northernmost display case for some clues. A fallen Navi there has a little info before he goes to the big File Folder in the Sky… like the location of the secret switch to the next room, plus where Regal hid your friends' PETs! Check the middle case to open the doorway, and the southern one to get the PETs back!



NebulaGray, install!

Save and make sure you're prepared for the fight ahead–it's a doozy! Once you enter that door, you cannot save or retreat!

Lan's just a hair too late, as Regal begins the activation of SoulNet, sending humans across the globe screaming into madness and evil. Yet Lan's unaffected… thanks to Gramps' MagnoMetal Amulet that Mom gave you. Once again, it's up to Lan and MegaMan to save all of mankind!



GutsMan, Roll, Glide!

Things look bad for Mega as soon as he enters the Soul Server, but as always, a little help from your friends saves the day! Free from the distractions of the Darkloids, MegaMan is now free to take on Nebula Gray!

## Opponent
## Nebula Gray

**Element**

**Null**

| Version | HP |
|---|---|
| 1 | 2000 |
| α | 2500 |
| β | 3000 |

***Full Synchro Counterattack!***

*No Counterattack opportunity*

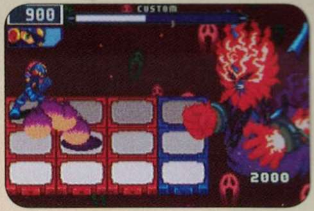
940
CUSTOM
1 ????
1712

If you haven't been practicing your Program Advances or working out the most powerful moves in your Double Souls or Chaos Unisons, Nebula Gray is going to eat you alive. His moves are incredibly powerful and cover wide swaths, plus 2000 HP is nothing to sneeze at. Making things even worse, you can only damage him by hitting the small blue soul-ball that constantly circles his area! He's also got more moves than anyone else in the game, which makes him very unpredictable. And don't forget his three Elemental moves, which leaves two of your most effective Soul/Chaos forms against him vulnerable to double damage! Since Gray is hovering over empty space, attacks that require a Panel to be effective, well… aren't.

Make sure you have the AirShoes in your Navi Customizer, as Gray can also quickly make sure you have no room to move at all. Speaking of which, you can't increase your field with AreaGrab or MetaGel; the single column of enemy space is there to stay! A Geddon2 can help out somewhat, since the two attacks Gray uses the most often are stopped by holes. A super-fast-charging Buster is necessary if you're going to be making use of your Double Souls and Chaos Unisons. Wide-effect moves are what you need more than anything else. A properly-prepared S-coded Folder gives you the chance to use both the LifeSwrd and WildBird Program Advances against him, and both are very effective. A full complement of Invisibl * Chips can't hurt either. Good luck!

### Black Prominence

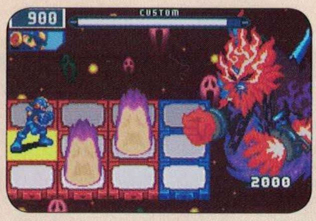
| Version | Damage |
|---|---|
| 1 | 80 |
| α | 100 |
| β | 150 |



Watch for the Dark Holes that appear in the Panels to either side of MegaMan, as an arc of purple flame is about to erupt from them and into the Panels MegaMan is in. It's a comparatively slow move, but he uses it a lot. The Prominence needs a solid Panel to erupt from, so make use of broken Panels.

## Grave Fire

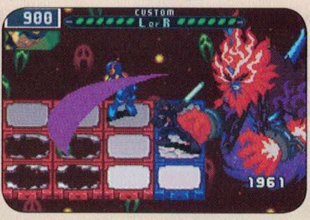
| Version | Damage |
|---|---|
| 1 | 100 |
| α | 200 |
| β | 300 |



Nebula Gray spits out a fireball that erupts into a chain of ghostly flames that chase MegaMan around the field. While this move is *usually* done by itself, in combination with another move you're pretty much out of room to run. The fireball needs a solid Panel to create the chain, so make good use of the hole Panels you're sure to have around.

## Dark Sword

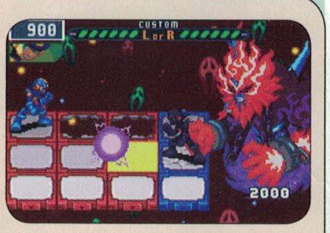
| Version | Damage |
|---|---|
| 1 | 100 |
| α | 200 |
| β | 300 |



Watch for when Nebula Gray projects a Dark Chip into the Panel in front of him. A Dark Soul copy of MegaMan appears shortly afterward and uses one of four different Dark Chip attacks. The Dark Sword covers LifeSwrd range, but hasn't got the power that your version packs.

## Dark Thunder

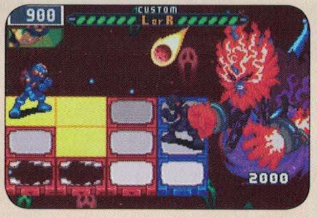
| Version | Damage |
|---|---|
| 1 | 80 |
| α | 100 |
| β | 150 |



This Elec-Element attack is just like the Thunder Chip, emitting a single ball of slow-moving electricity that homes in on MegaMan. If you can keep dodging, it sputters out after a short while. Since it's an Elec attack, it does double damage to the Toad Soul/Toad Chaos form.

## Dark Meteor

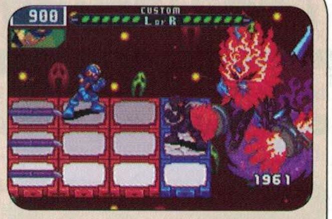
| Version | Damage |
|---|---|
| 1 | 100 |
| α | 150 |
| β | 200 |



These meteor strikes aren't random like most others; much like the Grave Fire, this attack specifically targets the Panel you're standing on, and nails it with a meteor shortly afterward. There's nothing you can do but keep moving. Since it's a Fire-Element attack, the Tomahawk Soul/Tomahawk Chaos form is especially vulnerable.

## Dark Lance

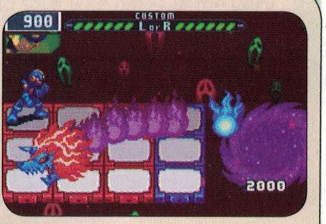
| Version | Damage |
|---|---|
| 1 | 100 |
| α | 200 |
| β | 300 |



The entire back column is attacked by dark bamboo lances, pushing MegaMan forward. Watch for the flashing Panels and move fast! As long as you stay out of the back column, you should be fine. Of course, since Nebula Gray keeps you moving, this isn't too easy. It's a Wood-element attack, so the Magnet Soul/Magnet Chaos form takes double damage.

## Hellflame Serpent

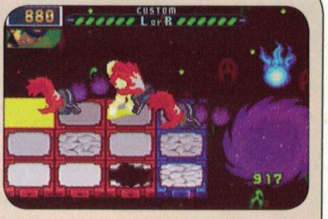
| Version | Damage |
|---|---|
| 1 | 100 |
| α | 200 |
| β | 300 |



Nebula Gray occasionally turns into a giant serpent and leaps into your field, targeting your Panel. Once he hits, explosions cover and crack all the Panels surrounding the one he lands on. The cracks are really only a problem if you don't have AirShoes, though. Still, it's a fast move that can be difficult to dodge.

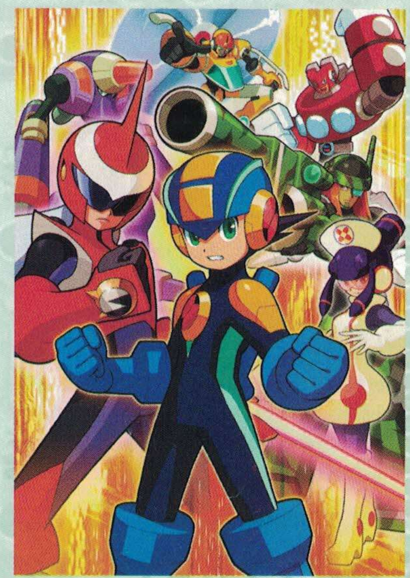
## Thousand Death Hand

| Version | Damage |
|---|---|
| 1 | 90 |
| α | 180 |
| β | 270 |

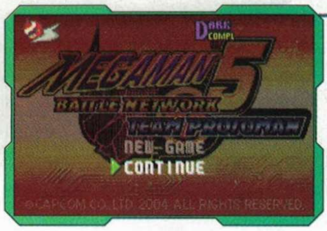


When Gray's HP dips below half, he gets *nasty*. Should one of the numerous hands he fires randomly into your field catch you, it sucks away your HP and sends it to Gray! Avoiding this move is practically impossible, unless you have an Invisibl Chip in use!

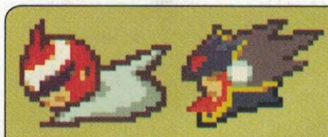
The defeat of Nebula Gray brings Regal's plans crashing down, and the volcano bubbling up. Sit back and watch the ending, but don't turn off your Game Boy Advance yet. As you've likely noticed, you haven't even come close to a complete set of Battle Chips yet! Wait for the credits to roll…



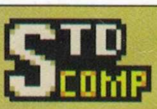
## Boss: The King of Chaos



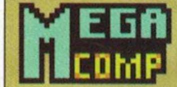
Once the credits have rolled and the final sequence has played, check the menu screen. A mark appears up in the top-left corner of the screen; the mark of your Leader Navi, signifying that you've beaten the game! Of course, that's not the only mark that you can get up there. There are seven in all, and getting every one is the mark of greatness!



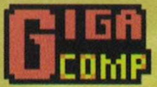
*Chapter 7 beaten*



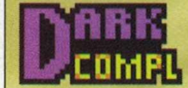
*All Standard Chips collected*



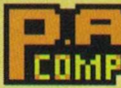
*All Mega Chips collected*



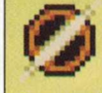
*All Giga Chips collected*



*All Dark Chips collected*

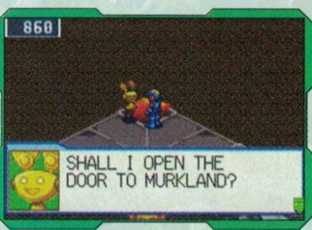


*All Program Advances used*



*Bass Ω defeated*

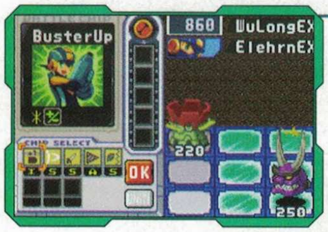
Naturally, the game's not over. You may have noticed you've got big holes in your Chip Library. Now it's time to fill them! Return to your saved game, making sure you have at least one Chip from every Virus type. Jack In to the Messageboard in Nebula's fortress, taking the link there to Undernet 3. Once there, head southwest, toward an isolated section of Undernet 2 you can only reach from here.



SHALL I OPEN THE DOOR TO MURKLAND?

There's something very new in that little area—a Golden Mr. Prog. Talk to him and he opens a portal to the Dark Galaxy, *aka* the "Nebula Hole." This is where your ultimate challenges await, clearing out the dark influence inside! However, there are a few requirements to enter the portal. First you need the Team Mark, which you should already have. But the second one you might not have done yet; obtaining 100 or more different Standard Chips! This can actually be accomplished even before you take on Nebula Gray on the first play-through, though, if you've taken your time.

There's another little goodie to be earned; in Oran 3, a HeelNavi there has the **BadFldr**! This unchangeable extra Folder is specially geared toward Darkness-attuned MegaMan. If you've been avoiding the use of Dark-type attacks, it can still be used to add extra Chips to your Library, letting you order them from Higsby's.



Once the portal is opened, the entire net is changed due to the release of the dark powers of Nebula… all of the Viruses in the cyberworld have upgraded! This is an across-the-board change; Mettaurs become Mettaur2s, CanGrdEXs become CanRaidEXs, etc. Think of it as putting the game on "Level 2." (Viruses in Liberation Missions you replay, however, stay at their original level.) Since the Viruses got stronger, the Chips they give up when deleted have upgraded, as well; making use of these stronger Chips is likely going to require some reshuffling of your Folder thanks to their different Letter Codes. Revisit each of the areas to face the upgraded Viruses, collecting more Chips to inch ever closer to a complete set. The green Mystery Data packets' contents on internet maps also change, giving you even more options for collecting Chips yet unclaimed! (See Chapter 3.8 "Mystery Data" for a list of all changed green Mystery Data prizes.)

*If the newly-upgraded Viruses are proving troublesome, or if you realized you're missing a Chip from a previous-version Virus, simply talk to the golden Mr. Prog again. He can close the portal for you, which restores the Viruses and green Mystery Data to their original settings!*

Have a very good set of Chips ready when you enter the portal, as it's a new, harder Liberation Mission right away! Thought you'd seen the last of those? Not likely!

## Liberation Mission #7

### Team ProtoMan

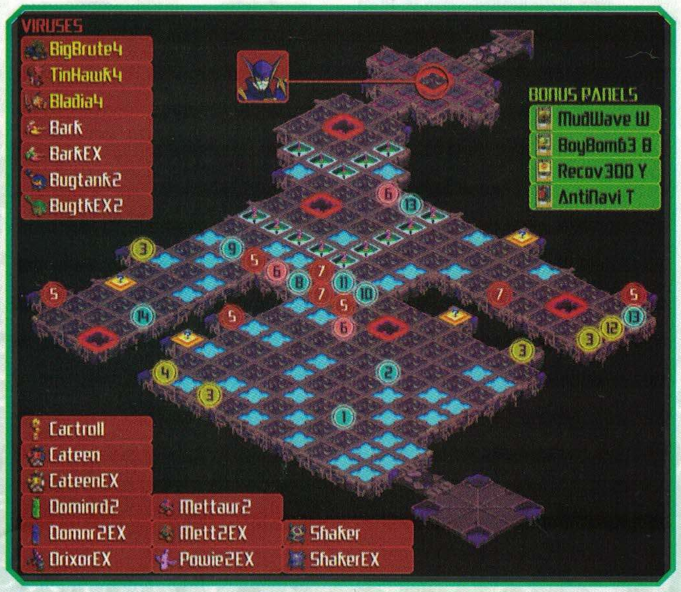
| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| MegaMan | Same | Same | None |
| ProtoMan | 600 | Wide Sword (80 DMG) | StepSwrd B (120 DMG) |
| MagnetMan | 700 | MagMissile (60 DMG) | NSTackle M (120 DMG) |
| NapalmMan | 500 | N/A | Napalm N (120 DMG) |
| SearchMan | 450 | Scope Gun (3x15 DMG) | Satelite S (100 DMG) |

## Team Colonel

| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| MegaMan | Same | Same | None |
| Colonel | 600 | Screen Divide (70 DMG) | C-Cannon C (120 DMG) |
| KnightMan | 700 | R.W.B. (120 DMG) | KCrusher K (120 DMG) |
| TomahawkMan | 500 | Tomahawk Air Raid (80 DMG) | T-Swing T (120 DMG) |
| NumberMan | 450 | DiceBomb (20 ~ 120 DMG) | NmbrTrap N (140 DMG) |

**Completion Prizes**

| Phases | Item |
|---|---|
| 10 or less | BlakWing W |
| 11 ~ 12 | ShadeMnDS S |
| 13 or more | 5000z |



**Item Panels**

| Number | Item |
|---|---|
| 1 | 1000z |
| 2 | Astroid2 E |
| 3 | 3 Order Points |
| 4 | BarrierKey2 |
| 5 | TRAP (Paralysis) |
| 6 | Heart (700 HP) |
| 7 | TRAP (100 DMG) |
| 8 | 1300z |
| 9 | Slasher I |
| 10 | 1600z |
| 11 | CstVolt2 E |
| 12 | BarrierKey1 |
| 13 | 1 BugFrag |
| 14 | HotBody3 J |

The first thing you should make note of is that you're dealing :h ShadeMan again, who can reach out and strike any one Navi adjacent to a D 'k Panel during the Darkloid Phase (diagonals don't count). Due to the general sc city of Order Points early on, you're forced to rely on strategic movements to oid being attacked. 1-Turn Liberations are downright vital to completing this Mis on within the target Phase count and avoiding ShadeMan's attacks, so conside leaving this alone for a while until you've built up a very strong Folder. An S- ded Folder is still a good choice, since there are several S-Coded NaviChips, the ry useful AntiWood and DrilArm2 (for the Dominrd2s), and two powerful S-Co -activated Program Advances, LifeSwrd, and WildBird.

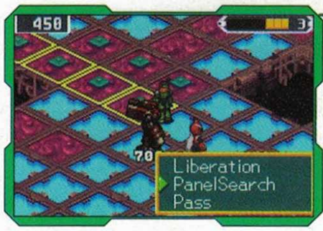
*It can be easy to forget thi ut remember to save your ga at the very beginning of every Phase c Liberation Mission, before you make gle move. This way, if you make a m , or the Phase's battles don't go w just look too ugly to even start thar their random Virus contents, yo just re-load and try again with aving to replay an entire Mission. V there's always room for error, and a good Bonus Panel can really turn things around for you, it never hurts to have everything backed up and try for something a little easier on you! Also don't forget that usually after a Dark Hole is cleared out, you can afford to have your Navis Pass a Phase and heal up, safely out of range of sub-bosses. Don't do it too often, though, or you might end up taking one Phase too many to claim the prize you want!*

## Team ProtoMan

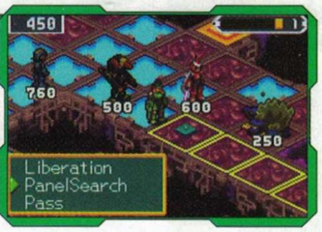
700
250
600
2

1 turn lib ration!

With a Bladia4 nearby, you're going to want to get rid of the Dark Hole that spawned it before the first Phase ends. It's an uphill battle, but it can be done. The big trick is to make sure everyone gets a 1-Turn Liberation this Phase so ShadeMan can't strike them. First, have NapalmMan Command a path west, clearing the Panel south of the BigBrute . That puppy needs to go right away, since the deletion of the Dark Hole won't estroy it, so send in MagnetMan to destroy it from the south. Have SearchMan he d west, claiming the **three Order Points** from the north of the Item Panel, aga aiming for a 1-Turn Liberation. He'll be surrounded, which makes it tricky, but it's oable with the right Chips. Push MegaMan directly south of the first Dark Hole and ongSword a path to it, so ProtoMan can take it out. Both Mega and Proto are going be surrounded, but both Proto Soul MegaMan and ProtoMan are solid fighters in t se conditions.



First things first, grab the Bonus Panel that was opened up with the destruction of the Dark Hole. Unless you're very confident in your 1-Turn Liberation skills (or just willing to let someone take a hit), at this point have MagnetMan activate his Magnet Barrier to protect your Team. Have NapalmMan Liberate the Item Panel that SearchMan cut a path to last Phase, claiming the **BarrierKey2** and opening the way to your next target. Speaking of SearchMan, his Panel Search is just what you need right now. The Item Panels ahead are riddled with traps, so have him Search through the row to the west, destroying three traps, and claiming numerous items. ProtoMan should then WideSword a path to the Dark Hole to the north, leaving it up to MegaMan to take it out with an even field. If MagnetMan is still available, simply have him heal from a safe location.

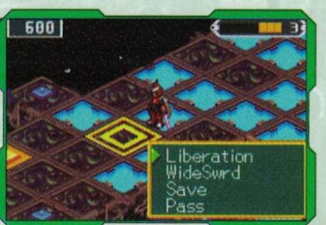


At this point, save ProtoMan and SearchMan's battles for last. You'll be low on Order Points now if the Bonus Panels haven't been kind; conserve them by having MegaMan, MagnetMan, and NapalmMan work east through normal Liberation battles this Phase, with 1-Turn Liberations as the goal to keep ShadeMan off your hinder. Head into the two open Panels just before the eastern branch, then battle the north, clearing a path for your assault on the Dark Hole to the east. Have your final Navi move along the southern portion of the branch and Liberate east. Send in SearchMan, and have him Panel Search along the southern Panels, deactivating a trap and claiming **three Order Points**. Despite the Points, have ProtoMan Liberate normally to the east just above SearchMan to keep the BigBrute4 from being able to attack... with a 1-Turn Liberation both sparing Proto from Shade, and opening up the Bonus Panel to the north.

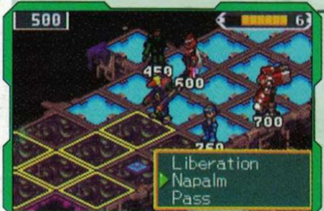
700
500
600
450

Gyaaaaahh!!

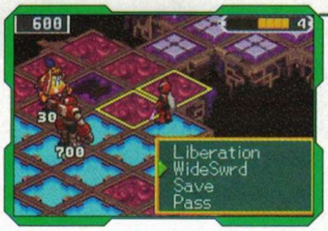
Continue with the single-Liberation strategy for the next Phase. Grab the Bonus Panel, then have your Navi of choice take on the BigBrute4 head-on. A 1-Turn Liberation gives your next Navi an even field for tackling the Dark Hole. Send another Navi east to grab the **BarrierKey1**; taking it from the south gives you a field advantage, but from the west lets you claim **1 BugFrag** with a 1-Turn Liberation. Just watch out to not accidentally trigger the trapped Item Panel to the north.



Now, you have two more Navis to do something with this Phase. That TinHawk4 is going to be a pain to work around, so why not take it out now? Once it's gone, have ProtoMan go into the western arm of the area, and attempt to clear out the three Dark Panels in the path with a 1-Turn Liberation. He'll be surrounded, but by now you should be able to handle it.



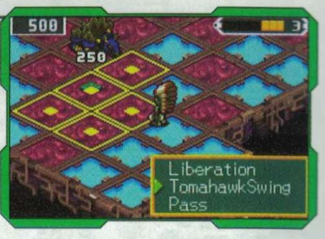
Next, send SearchMan to claim the **three Order Points** to the west, making sure to get a 1-Turn Liberation, in order to also clear out the fifth center Dark Panel from the southern end of the branch. NapalmMan needs to use his Napalm from that space, so that all three Dark Panels next to the Dark Hole are cleared out. Move MegaMan in to LongSword the two Panels on the east, claiming the **HotBody3 J Chip** and giving ProtoMan plenty of field-space when he clears out the Dark Hole. This leaves MagnetMan's move; if he's pretty healthy, send him north and have him take on the Bladia4 from the south. If not, have him Pass in a safe place and heal up.



Now it's time to tackle the final Dark Hole. If you didn't clear out the Bladia4 last Phase, do it now to open up a space. Use ProtoMan's WideSword to leave whichever Navi you want an even field to take on the Dark Hole. Have your healthiest Navi tackle it, because it's a toughie, especially with the Domnrd2EX guarding its comrades, absorbing damage normally meant for them. Once the Hole is gone and the locked Panels are opened up, have a remaining Navi Liberate the single-Panel bridge to ShadeMan. If you're confident in your 1-Turn Liberation ability, send in another try to 1-Turn away the Panels directly in front of ShadeMan. If anyone's left, have him Pass and restore HP.

If you didn't clear out the Panels ahead last Phase, have ProtoMan use his WideSword to ensure they're out before you hogpile on ShadeMan. Consider burning a whole Phase restoring HP before taking him on if you have one to burn! ShadeMan's a lot tougher this time around, so you're going to need all the able-bodied Navis you can get! ProtoMan and Proto Soul Mega are pretty good at handling Shade thanks to their charged WideSwrd attacks, and Magnet's MagMissile isn't too bad either for nailing him when he performs the Crash Noise.

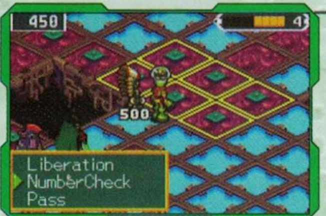
## Team Colonel



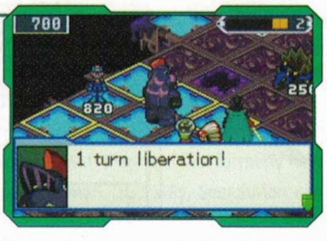
With a Bladia4 in the field so close, your first goal is to get rid of its Dark Hole. 1-Turn Liberations really help here; even *with* them many of your Navis are going to be at a field disadvantage, but the 1-Turns can mitigate that somewhat. Have TomahawkMan Swing a path to the BigBrute4, then move KnightMan in to take it out. Next comes NumberMan, continuing the path west with a normal Liberation from the Panel the BigBrute4 used to be on. This gives MegaMan an opening to the south of the Dark Hole, which he should LongSword a path to from the south. Finally, send in Colonel to tackle the Hole. TomahawkMan is going to take a hit from ShadeMan, but there's little to be done about it.

Great Job!
1 turn liberation!

Grab the Bonus Panel that opened up, then turn your attention back to the south. Have MegaMan push to the southwest with a normal Liberation, shooting for a 1-Turn Liberation to open more space, including a path to another Bonus Panel. Send Colonel directly south from there, Liberating the Item Panel there for **three Order Points**. A 1-Turn Liberation gives NumberMan an even field to tackle the Item Panel to the west, claiming the **BarrierKey2**. Simply have TomahawkMan and KnightMan Pass and rest this Phase; not only to restore lost HP, but also so KnightMan can protect your Navis from both ShadeMan (if Colonel and/or NumberMan were unable to get a 1-Turn Liberation) and the advancing TinHawk4. Just make sure KnightMan is next to any Navi adjacent to the Dark Panels.

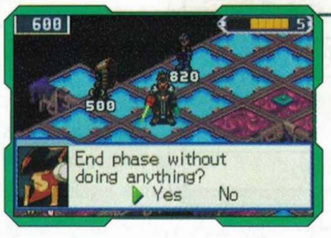


That TinHawk4 has to go, so have MegaMan clear it out from the best vantage point for maximum field advantage. Once it's gone, send NumberMan north and have him Number Check the 2x3 batch of Item Panels there, clearing out the traps and claiming the items. Colonel should then remove the Dark Panel directly south of NumberMan; this is so TomahawkMan won't be at a field disadvantage when he uses his Tomahawk Swing in the area NumberMan cleared. Just make sure that Colonel does not get a 1-Turn Liberation, or he'll set off the paralysis trap! Have KnightMan Pass again, sticking near Mega and Colonel to keep them safe.



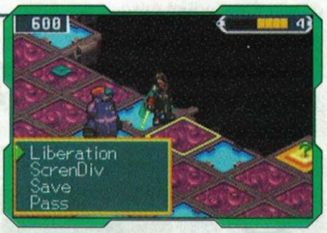
1 turn liberation!

Advancing now hinges once again on normal 1-Turn Liberations, unless the Bonus Panels have given up Order Points. Have KnightMan Liberate the Panel south of the Dark Hole, since he's pretty effective when he's surrounded. Be sure to get a 1-Turn Liberation, giving NumberMan an even field when he takes on the Dark Hole. His Number Trap is perfect for clobbering the BigBrute4, since it usually leaps into NumberMan's row to attack. Drop it in the center of the leftmost column and lure the dumb demon dog onto the trigger.

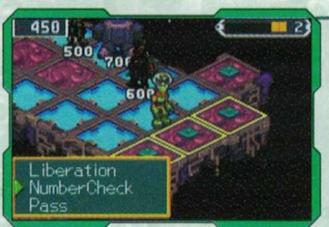


End phase without doing anything?
▶ Yes No

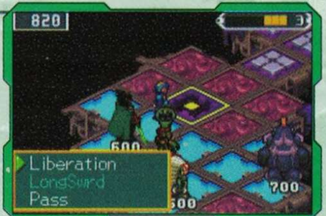
Now it's time to start working southwest toward the TinHawk4's Dark Hole. Have MegaMan take on the Dark Panel on the far west, making sure to 1-Turn Liberate it. This clears a path to the Item Panel to the southwest, and also claims a **Slasher I Chip**. Now, TomahawkMan should Liberate the Item panel to the west, claiming the **three Order Points** within. Whatever you do with Colonel, do not move him any further south than TomahawkMan's current location, as that puts him within the TinHawk4's attack range during the Darkloid Phase!



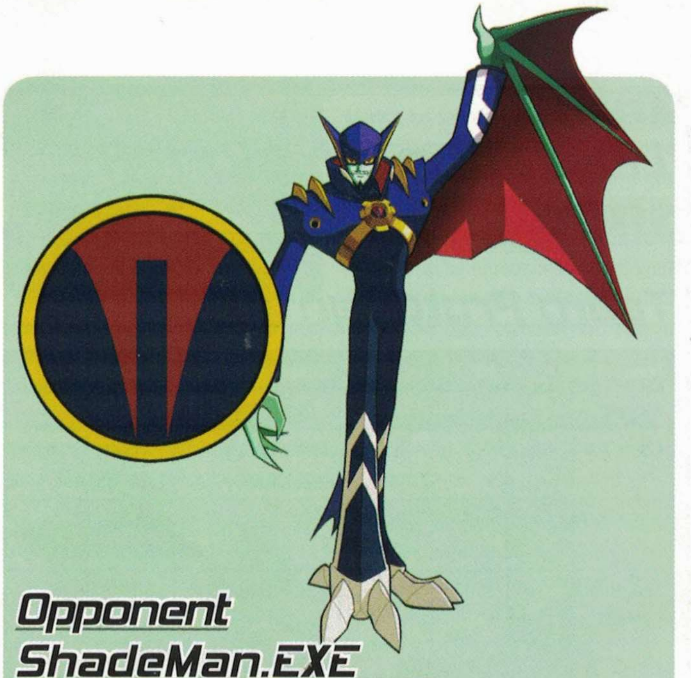
The next step is pretty straightforward; have Mega or NumberMan take on the TinHawk4 from the north, aiming for a 1-Turn Liberation. Lone TinHawks are pretty easy prey for the quick and the prepared. This gives TomahawkMan an even field when he Tomahawk Swings a path to the Dark Hole, so your Navi of choice can take it out from the north. Colonel and KnightMan should then make their way east. Have Colonel Liberate east from the northernmost former Barrier Panel. A 1-Turn Liberation is nice to claim the **1 BugFrag** behind him, but hardly necessary. If he doesn't, don't worry about it; just have KnightMan Pass his turn next to Colonel to protect him from ShadeMan. If he does get a 1-Turn, send KnightMan east to Liberate the Panel blocking off the Bonus Panel. You can also switch the two around if you like, saving Colonel for last, but only if you're confident Colonel can get a 1-Turn.



MegaMan is up next, using his LongSword to cut a path to the Bonus Panel, making sure to get a 1-Turn Liberation to keep him safe. Once you have a path east, grab the Bonus Panel and have TomahawkMan Command a path that gives Colonel access to the Dark Hole. Once it's cleared out, have NumberMan Check the three Item Panels at the end of the area, claiming **1 BugFrag**, **three Order Points** and, most importantly, the **BarrierKey1**! Put KnightMan next to Tomahawk then Pass his turn; Shade attacks the closest Navi most often, which in this case is Tomahawk.



Now it's time to tackle the final Dark Hole. Have Number, Knight, or MegaMan clear away the lone Bladia4 from the south; it's nice and vulnerable then. Colonel can then Screen Divide away the other two Dark Panels to either side of the Dark Hole. Make sure you've got a full, clear three Panels to one side for an even field. Anyone but TomahawkMan should then tackle the Hole. Once it's gone, send your remaining Navi who is not TomahawkMan to Liberate the one-Panel bridge to ShadeMan's area. At last, it's Tomahawk's go; use his Tomahawk Swing to clear out the Panels in front of and to the sides of ShadeMan, leaving Not-feratu at a severe field disadvantage next Phase, with five angry Navis ready to tackle him. TomahawkMan is pretty useful for tearing down his HP at first, so send him in as the opener.

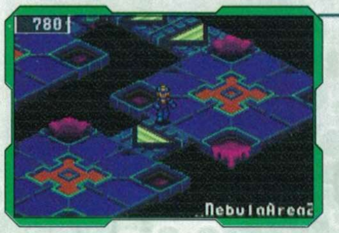


## Opponent ShadeMan.EXE

**Element**

**Null**

| HP: 1200 | |
|---|---|
| **Attack** | **Damage** |
| **Crash Noise** | **120** |
| Red Wing | 120 |
| Black Claw | 200 |
| Shade Drain | 6x30 |



Once the Mission is over, you get a special prize–the **JustcOne J Mega Chip**! You also have access to Nebula Hole 2, a maze of warps. Take the first warp to the east, then the next one in your path to reach a small island with an **HPMemory** on its southern branch. Go back the way you came, taking the next warp on the tiny island, which sends you way south. Grab the nearby **Recov300 Y Chip**. Make your way to the next warp, taking it then going immediately south the grab a **Geddon3 A Chip** in a locked Mystery Data. Go the long way around north to reach a warp that puts you at a NetDealer.

**Nebula Hole 2 NetDealer**

| Item | Cost | Stock |
|---|---|---|
| HPMemory | 20000z | 1 |
| HPMemory | 26000z | 1 |
| HPMemory | 34000z | 1 |
| HPMemory | 50000z | 1 |
| S043 BubBomb R | 10000z | ∞ |
| S033 Static N | 16000z | ∞ |
| S130 VDoll Z | 22000z | ∞ |
| M016 BlakWing W | 28000z | 1 |

Once you've sampled his (expensive) wares, go back, then south, reaching one last warp, which puts you to the link to Nebula Hole 3. The link is guarded by a doorway, however, that won't open unless you have at least 140 different Standard Chips. Return to old areas, hunting down specific Viruses to gain their new Battle Chips. Once you have the required number, open the path, and get ready for another Liberation Mission!

# Liberation Mission *8

## Team ProtoMan

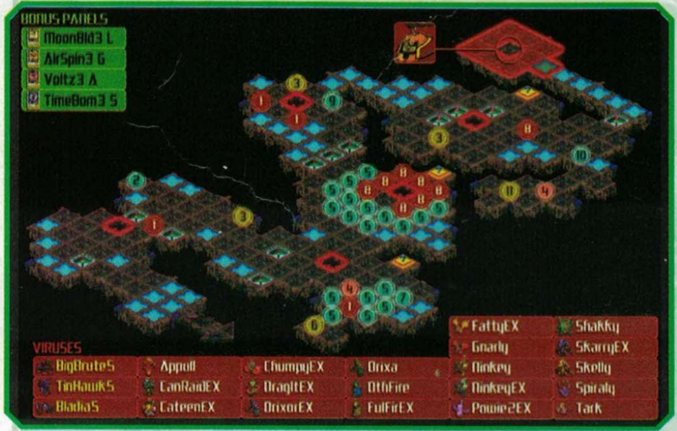
| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| MegaMan | Same | Same | None |
| GyroMan | 600 | Tornado Arm (3x30 DMG) | AirForce G (70 DMG) |
| NapalmMan | 600 | N/A | Napalm N (120 DMG) |
| SearchMan | 550 | Scope Gun (3x15 DMG) | Satelite S (100 DMG) |
| Meddy | 500 | Capsule Bomb (100 DMG) | MeddyCap M (100 DMG) |

## Team Colonel

| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| MegaMan | Same | Same | None |
| ShadowMan | 600 | Shuriken (100 DMG) | SplitUp S (100 DMG) |
| TomahawkMan | 600 | Tomahawk Air Raid (80 DMG) | T-Swing T (120 DMG) |
| NumberMan | 550 | DiceBomb (20~120 DMG) | NmbrTrap N (140 DMG) |
| ToadMan | 500 | Frog Smack (100 DMG) | Melody T (80 DMG) |

**Completion Prizes**

| Phases | Item |
|---|---|
| 12 or less | Muramasa M |
| 13~14 | CloudMnDS C |
| 15 or more | 5000z |

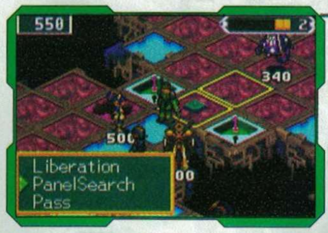

BONUS PANELS
MoonBld3 L
AirSpin3 G
Voltz3 A
TimeBom3 S
1
3
9
1
3
8
10
2
5
8
11
4
3
1
7
4
5
1
7
6
VIRUSES
BigBrute5
TinHawk5
Bladia5
Appoll
CanRaidEX
CateenEX
ChumpyEX
DragltEX
DrixorEX
Drixa
DthFire
FulFirEX
FattyEX
Gnarly
Ninkey
NinkeyEX
Powie2EX
Shakky
SkarryEX
Skelly
Spiraly
Tark

**Item Panels**

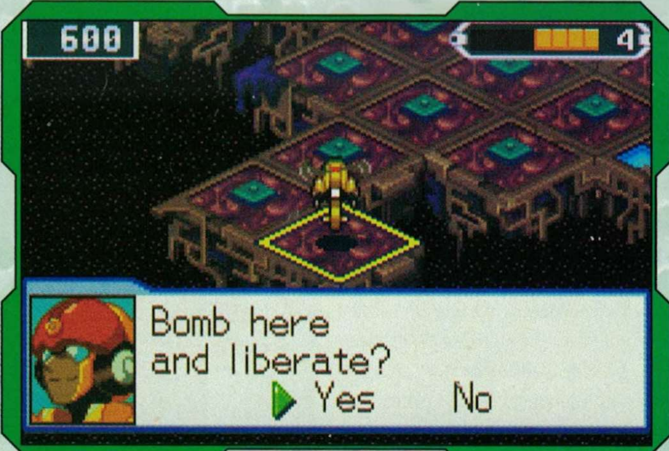
| Number | Item |
|---|---|
| 1 | TRAP (100 DMG) |
| 2 | ResetBom I |
| 3 | 3 Order Points |
| 4 | Heart (800 HP) |
| 5 | 100z |
| 6 | BarrierKey1 |
| 7 | 2400z |
| 8 | TRAP (Paralysis) |
| 9 | 1 BugFrag |
| 10 | 2000z |
| 11 | BarrierKey2 |

The biggest annoyance in this Mission is the seemingly-random placement of Barrier Panels. While previous missions had them as solid walls, these are scattered around, making navigation tricky. The area seems specially designed to stymie the use of your Support Navis' skills. Also, Order Points are very scarce unless the generally out-of-the-way Bonus Panels give them up, so use your Points strategically. You do have a fair few Phases to complete the Mission and still get the best prize, so don't rush it too much.

## Team ProtoMan

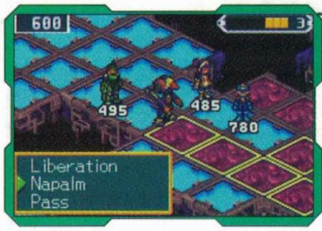

550
340
500
00
Liberation
PanelSearch
Pass

Your goal for the first Phase is to avoid removing the first Dark Hole in your path as you might normally do, but *actually* to eliminate the Bladia5 just to the north so it doesn't start smacking your Navis around. NapalmMan's Command clears a path east of the BigBrute5, so MegaMan can take it on. Mega must get a 1-Turn Liberation when destroying the BigBrute, so that SearchMan can get south of the Item Panel waiting between the two Barrier Panels. Naturally, it's a trap, so have SearchMan Panel Search it away. Meddy should then attempt a 1-Turn Liberation of the Panel south of the Bladia5, leaving it open for GyroMan to finish off. Yes, the Dark Hole *is* going to generate a new BigBrute5, but if you've done it right none of your Navis is going to be in a position when they can be attacked.

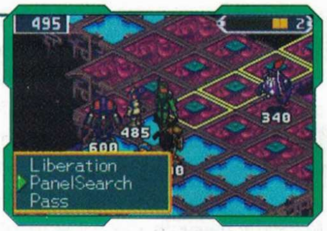


Bomb here
and liberate?
▶ Yes No

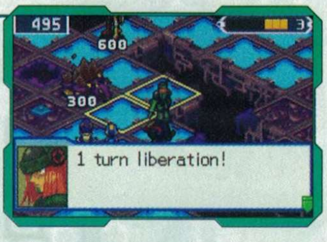
Now is the time to take out of the BigBrute5's Dark Hole; MegaMan is a fairly solid choice. There are **three Order Points** in the corner Item Panel to the north, best claimed by having a Navi attempt a 1-Turn Liberation on either of the adjacent Dark Panels. This not only claims the Points, but also gives another Navi an even field for taking out the TinHawk5. GyroMan should then fly east, over the Dark Panels, and use his Bomb Liberation Command to clear out the Panel just east of the Item Panel in the tiny branch-off to the southeast. Your final Navi should rest this Phase, so judge who needs the HP more and have them go last.



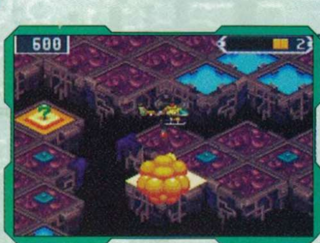
Now have GyroMan Liberate the Item Panel next to him, claiming the **BarrierKey1**. Rather than having NapalmMan cut a path directly to the Dark Hole, have him Napalm from the Panel that formerly held the TinHawk5. This way, SearchMan can clear out the Panels directly south of the Dark Hole with a 1-Turn Liberation, leaving MegaMan to tackle the Dark Hole from an even field. Finish up with Meddy attempting a 1-Turn Liberation to the north, from the top-left Panel that was cleared when the Dark Hole vanished.



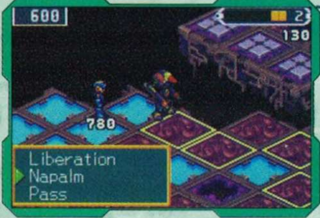
Now things get a little tricky, as you need to clear out both the TinHawk5 and the Dark Hole in a single Phase to avoid taking damage during the Darkloid Phase. You must also do it with field disadvantages at the start. Have GyroMan take on the TinHawk5, which should be directly south of the Dark Hole. Get a 1-Turn Liberation to clear some much needed room as you proceed. SearchMan then needs to Panel Search his way north, clearing away the booby-trapped Item Panels on the western side of the Dark Hole. Have Meddy Liberate the Panel directly left of SearchMan (*avoiding* a 1-Turn Liberation), then move NapalmMan in to that Panel. Have him use Napalm to the north, giving MegaMan a very clear field to take out the Dark Hole from the west, as well as opening a path to the west for next Phase. You *can* skip Meddy and Napalm and just have MegaMan take on the Dark Hole after SearchMan opens the path, but he'll be surrounded, making the Liberation trickier, thanks to the NinJoe Viruses.


1 turn liberation!

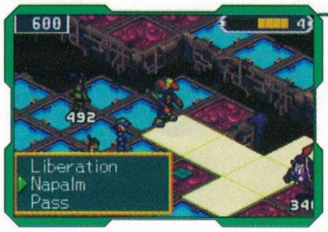
Next, have GyroMan fly to the northern bridge, then Liberate the Panel directly north of the Hole, aiming for a 1-Turn Liberation. This claims three Order Points, plus gives a clearing for an even field when you attack the hole from that direction. Of course, you must get a Navi there to do so. Have two other Navis work to the northwest, clearing out the Dark Panels east of the Hole through 1-Turn Liberations, then tackle the hole itself. Make sure you send in a strong Navi, as there's an Appull Virus in there that both restores enemy HP and increases the BigBrute's damage ratings with Grass Panels! When it's gone, have your final Navi Pass and restore some HP.



Once again, send GyroMan way ahead to the east, hooking south down the peninsula and Bomb Liberating the Panel either south or west of the southern-most Item Panel. This is a good time to rest up; not just because everyone is safe, but this actually makes approaching the next Dark Hole a lot easier. Keep your other four Navis well back from the Dark Panels ahead, then have all of them Pass and restore some much-needed HP. GyroMan is quite safe down in the peninsula, so don't fret about him.



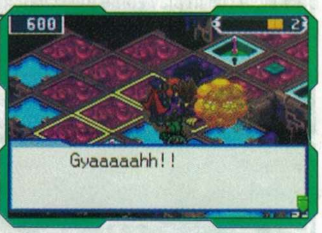
Once you start the new Phase, have GyroMan Liberate the Item Panel, claiming the **BarrierKey2** within. With those Barrier Panels gone, clearing out the hole just got a lot quicker. Have NapalmMan fire a round of Napalm to the north of the Dark Hole, which not only gives MegaMan an even field when he takes on the Hole, but also cuts a path to the Bonus Panel. Once the Hole is gone, have Meddy or SearchMan Liberate the Item Panel to the south, claiming **three Order Points**. Your final Navi hasn't got a whole lot to do, so keep them west of MegaMan's position and Pass. This keeps the Bladia5 right where it is.



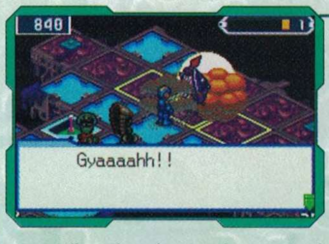
Meddy or SearchMan should clear out the westernmost Dark Panel on the same row as the Bladia5. NapalmMan needs to use his Napalm Command from the Panel just to the east of it, and you don't want him to be surrounded now, do you? This gives you an even field against it, and lone Bladias, as previously mentioned, are easy pickings. Potentially *too* easy in this instance, as a 1-Turn Liberation activates the paralysis trap! Bad thing! Once the Bladia5 is down, have another Navi tackle the one Dark Panel that blocks the path to CloudMan, approaching from the west for best field conditions. When the path is clear, have your remaining Navi Pass and restore HP for the coming battle, staying out of CloudMan's attack range until the next Phase.

The final approach to CloudMan is a bit tricky. None of your Navis has a Command move that clears out the entire row of Panels in front of him, forcing you to get a 1-Turn Liberation just so you're not at a field disadvantage in battle. NapalmMan's NaviChip combined with Grass Panels can end a battle here all by itself! Just as with the first time you battled CloudMan, GyroMan is a very effective combatant against this windbag, so have him go first. Meddy's lobbing attacks are also good for getting past the cloud obstacles.

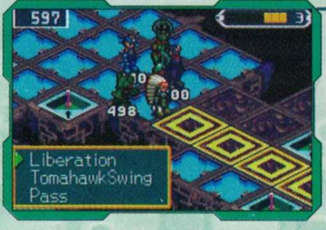
## Team Colonel


Gyaaaaahh!!

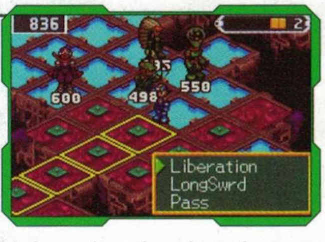
Unlike Team ProtoMan, Team Colonel needs to stay to the south of the trapped pass for the first Phase. Start with having TomahawkMan Swing away the four Dark Panels just ahead. NumberMan should then Liberate the Panel just east of the Barrier Panel; this is simply to make the other Navis' jobs easier. Have ToadMan Liberate the Panel south of the BigBrute5, then send in ShadowMan. Shadow has to eliminate the BigBrute5 with a 1-Turn Liberation, that way a path is cleared to the Dark Hole, so MegaMan can take it from the south. (Despite Toad's Aqua Element, ShadowMan is actually better-suited to taking on a BigBrute.) This way, all your Navis remain out of the Bladia5's range and are spared some pain.


Gyaaaahh!!

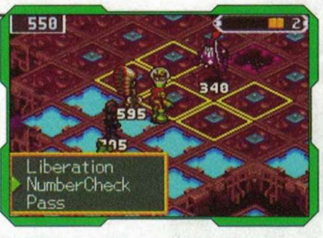
Use an Order Point on a Number Check, removing the trap ahead. From there, have your Navis push to the north with normal Liberation battles, with the goal of clearing out the Bladia5 in a 1-Turn battle. Even though your final Navi *can* claim the Item Panel to the northeast via 1-Turn Liberation, don't. Doing so puts them within the TinHawk5's attack range. Pass instead, safely out of range.



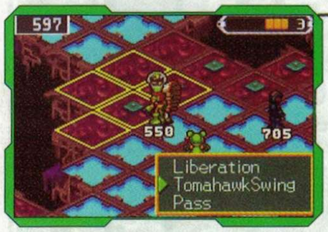
The TinHawk5 should be right next to an Item Panel now; kill two birds (figuratively) by killing the one bird (literally) with a 1-Turn Liberation, netting **three Order Points**. Have ToadMan sing to the Navi of your choice, and use their enhanced power to Liberate the five Panels south of the single Barrier Panel to the east. Your remaining two Navis must then cut a path north and take out the Dark Hole with normal Liberations; naturally, aim for a 1-Turn against the Panels before the Hole to give your final Navi an even field against it. You don't want to be surrounded by a TinHawk5, especially one backed up by Viruses.



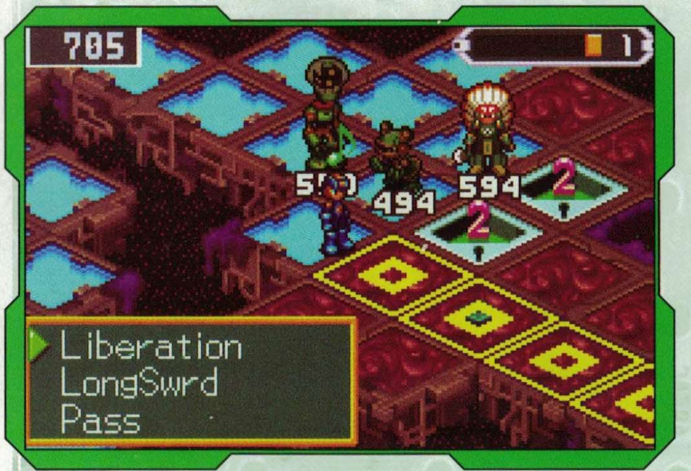
Now you have to make a grab for the key to the south. Liberate the Panel just south of the Bonus Panel, aiming for a 1-Turn Liberation (to make the next Phase easier), then one more Liberation to the east. Now that you have a clear Panel directly north of the long stretch of Item Panels, have ToadMan sing to your Navi of choice, and use the enhanced range to claim the **BarrierKey1** at the southern end of the column. This does activate a damage trap, though, so make sure your Navi's got the HP to eat a 100-point hit. *(IF* you got Order Points from the Bonus Panel, have NumberMan use his Check on the area to deactivate the trap. Otherwise, save that Point for next Phase.) Have your final Navi rest up and restore HP, luring the TinHawk5 as far east as possible.



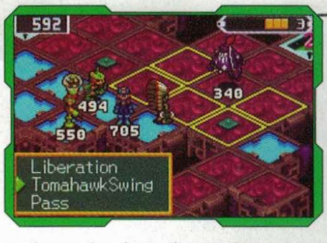
The lone TinHawk5 makes the 1-Turn Liberation you need to start this Phase a lot easier. Once it's down, push north with a second Navi, aiming to clear out the Dark Panel directly south of the Dark Hole. Spend an Order Point on a Number Check, clearing out the traps to either side of the Bladia5, then have TomahawkMan use the Tomahawk Swing in the same area, leaving it open for your final Navi to take it out. Unfortunately, this leaves the Dark Hole still in play come the Darkloid Phase; but thankfully, the Bladia5 it spawns can only move, not attack.



Now, get rid of that Dark Hole right away using Mega, Number, or ToadMan. Send ShadowMan to the northwest, past the next Dark Hole, then have him Liberate the three Panels to the north of it with a 1-Turn Liberation. This earns you **three Order Points**, one of which TomahawkMan should then use to clear a path to the west. Your remaining two Navis should then approach the Dark Panel from the east, with the goal of clearing the Panel directly east of the BigBrute5's current position. This keeps your Navis safe and leaves them an open path to the next area once the Dark Hole goes down.

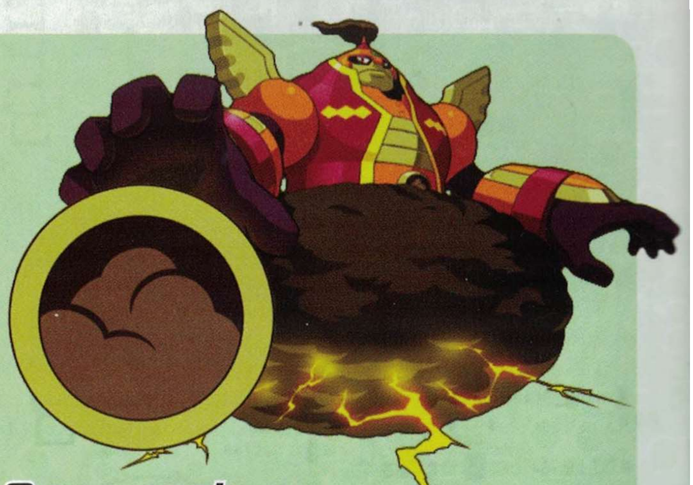


Next Phase, ShadowMan should take out the Dark Hole, opening the way for the rest of your team. Move everyone through and prepare to tackle the next Dark Hole. Have Number or MegaMan clear a path to the south of the Barrier Panels through 1-Turn Liberation, then have ToadMan sing to the other. With their enhanced Liberation range, cut a path to the east, claiming **three Order Points** in the process. Send TomahawkMan in, and have him Tomahawk Swing to the north, with the Dark Hole now isolated and all your Navis safe from the TinHawk5 it spawns.



Take out the TinHawk5's Dark Hole first thing, with anyone but TomahawkMan or ToadMan. TomahawkMan should then use his Swing from the south of the Bladia5, both leaving it at a field disadvantage when another Navi comes in to clear it out, as well as clearing a path to the peninsula to the southeast. Use ToadMan's Life Melody on your final Navi, who should use the enhanced range to cut a path south. The Navi gains an **800 HP Heart** with success, so factor that in when choosing who takes on the peninsula.

Now send in a Navi to claim the **BarrierKey2** from the Item Panel at the tip of the peninsula, and another to open a path north to the road to CloudMan. If you have a Phase to burn, have everyone else rest up for the final assault. Have Number or ToadMan clear out the three Dark Panels in front of CloudMan with a 1-Turn Liberation to set things up. ShadowMan's Sneak Attack Command cuts 400 HP out of CloudMan's 1300 without combat, so consider doing that with your final Order Point before sending in the heavy artillery. TomahawkMan and Tomahawk Soul MegaMan are super-effective against CloudMan! TomahawkMan's Tomahawk Air Raid slices through the Miniclouds and homes in on the Darkloid proper, delivering double damage, while a properly-timed Tomahawk Chaos Charge Shot can knock an unavoidable *800 HP* off of CloudMan! Between those two Navis, CloudMan shouldn't stand a chance.



## Opponent CloudMan.EXE

**HP: 1300**

**Element**

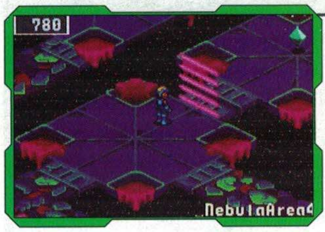
Elec

| Attack | Damage |
|---|---|
| **Goro Thunder** | **120** |
| Cross Spark | 160 |
| Elec Storm | 160 |

When you return to the cleared Nebula Hole 3 area, there's a Golden Mr. Prog waiting in the area where CloudMan used to be. He holds the key to the next portal, taking you to Nebula Hole 4. But like the last portal, this one releases another burst of dark energies... upgrading all of the Viruses in the cyberworld once again, and changing the internet green Mystery Data contents once again. So make sure you've collected at least one of *all* the level-2 Virus Chips before opening this up! Remember, you can have him close to portal to return the Viruses to Level 2 if necessary.

Nebula Hole 4 has eight gates, each one with a special requirement to open them. Some simply block the path to treasures, other block your path forward.

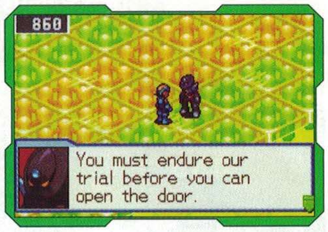
## Gate 1



The first gate to the north requires you to hunt down and defeat five black HeelNavis scattered throughout cyberspace. They began to appear back when you first played through Chapter 7, but it's highly unlikely you had the power to take them out. Do so now to claim the **GrabRvng N** Chip behind the gate!

### CraneComp

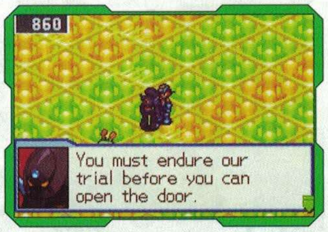
- Battle 1: MarineEX x2, TarkEX



You must endure our trial before you can open the door.

### ServerComp

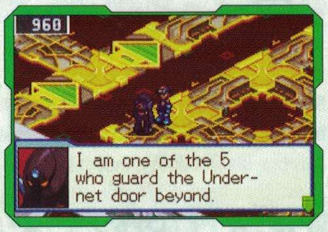
- Battle 1: SkellyEX x2, WindBox3



You must endure our trial before you can open the door.

### End Area 4

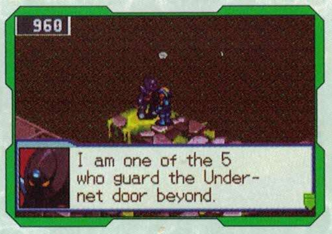
- Battle 1: ChimpyEX, DraggyEX, DthFirEX



I am one of the 5 who guard the Under-net door beyond.

### Undernet 1

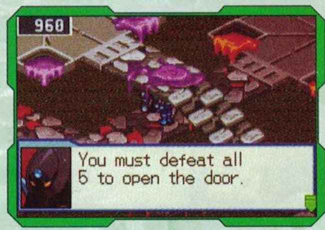
- Battle 1: FlashItEX x2, ShakkyEX



I am one of the 5 who guard the Under-net door beyond.

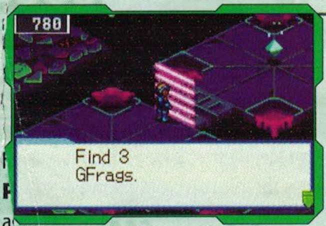
### Undernet 2

- Battle 1: CatpultEX x2, WindBox3



You must defeat all 5 to open the door.

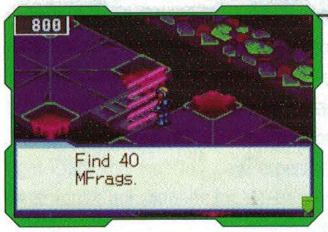
## Gate 2



Find 3 GFrags.

The gate just west of the first one blocks access to another item. It will not open for anyone who does not have all 3 Giga-Class Chips that are currently available. You get one from your leader in Chapter 7, but the other two must be purchased; one from Higsby's, the other om the BugFrag Dealer in Undernet 2 for 100 BugFrags! Once it's open, claim the **PMemory** inside.

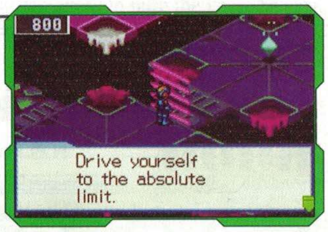
## Gate 3



Find 40 MFrags.

This gate blocks your path forward, and you must go forward, young Navi! You need at least 40 Mega-Class Chips to proceed. If you haven't already, go back and hunt down each of the Navis on the net, challenging them for their SP and DS Chips. It's easy to forget that many Mega Chips are available as prizes for Liberation Missions, including both the normal and SP versions of the Darkloids' NaviChips.

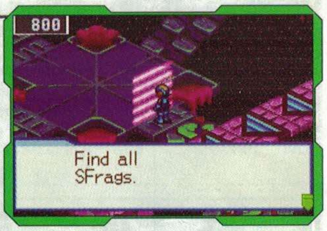
## Gate 4



Drive yourself to the absolute limit.

The fourth gate blocks a prize that diligent Liberation Mission players should have gotten already, the **Z Saber Z Mega Chip**. But another can't hurt, right? The gate opens once you've gone to the limit… or, in other words, achieved a core of 900 Hit Points. That's 900 HP *without* the assistance of the Navi Customizer! Got Zenny?

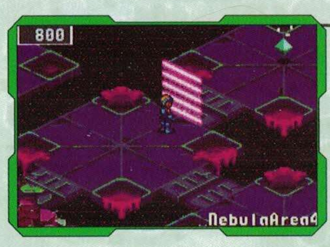
## Gate 5



Find all SFrags.

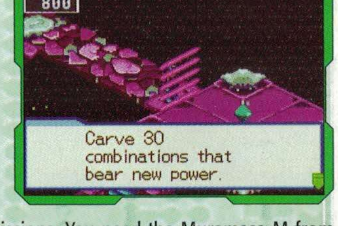
The next gate is the only thing standing between you and Nebula Hole 5 (and the Liberation Mission there). To open it, you need to have the complete set of 180 Standard Chips. The Collect Customizer Program makes getting the set a little easier, but of course a large wad of Zenny doesn't hurt, since many are available in shops.

## Gate 6



The amazing **DjangoDS D Mega Chip** awaits the one who has collected… all 12 Dark Chips. Frankly, you should have managed this long before you even entered the Nebula Hole. Since most of them are bought for fairly cheap rather than found, this one is especially easy.

## Gate 7



Carve 30 combinations that bear new power.

This gate blocks both the path to the final gate and an item! To open it, your Program Advance Memo must be full; in other words, you must have performed all 30 Program Advances at least once. This one is a bit tough, as two of these can only be performed with Mega Chips obtained as the top prize in Liberation Missions. You need the Muramasa M from Liberation Mission #8 to perform the BodyGrd, and the Anubis A from Liberation Mission #9 to complete the PoisPhar. Good luck! Once you're through, you can claim the **DblPoint * Mega Chip** on the path.

### Gate 8

Find all MFrags.

The final gate of Nebula Hole 4 only opens up for the one who has the complete set of 60 Mega-class Chips. Once again, make sure you've hunted down all of the Navis to get their SP and DS Chips, and scour the shops. Once you're through, head in (with an Unlocker SubChip, mind!) to claim the Giga-Class Chip within, **HolyDrem H** in *Team ProtoMan*, or **OmegaRkt R** in *Team Colonel*.

When you're ready, enter the final section of the Nebula Hole… and take on the ultimate Liberation Mission!

# Liberation Mission #9

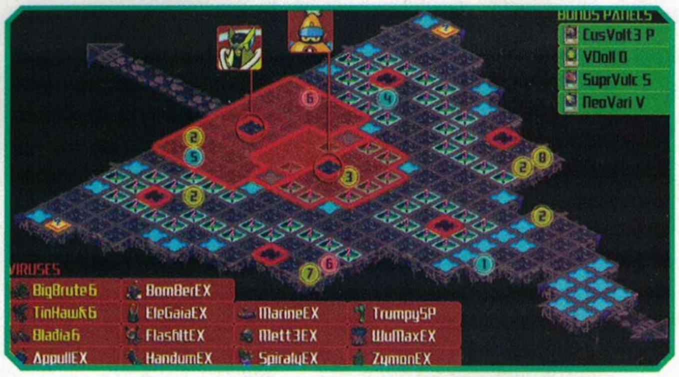
## Team ProtoMan

| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| MegaMan | Same | Same | None |
| ProtoMan | 600 | Wide Sword (80 DMG) | StepSwrd B (120 DMG) |
| MagnetMan | 700 | MagMissile (60 DMG) | NSTackle M (120 DMG) |
| GyroMan | 600 | Tornado Arm (3x30 DMG) | AirForce G (70 DMG) |
| Meddy | 500 | Capsule Bomb (100 DMG) | MeddyCap M (100 DMG) |

## Team Colonel

| Navi | HP | Charge Attack | NaviChip Attack |
|---|---|---|---|
| MegaMan | Same | Same | None |
| Colonel | 600 | Screen Divide (70 DMG) | C-Cannon C (120 DMG) |
| KnightMan | 700 | R.W.B. (120 DMG) | KCrusher K (120 DMG) |
| ShadowMan | 600 | Shuriken (100 DMG) | SplitUp S (100 DMG) |
| ToadMan | 500 | Frog Smack 100 DMG) | Melody T (80 DMG) |

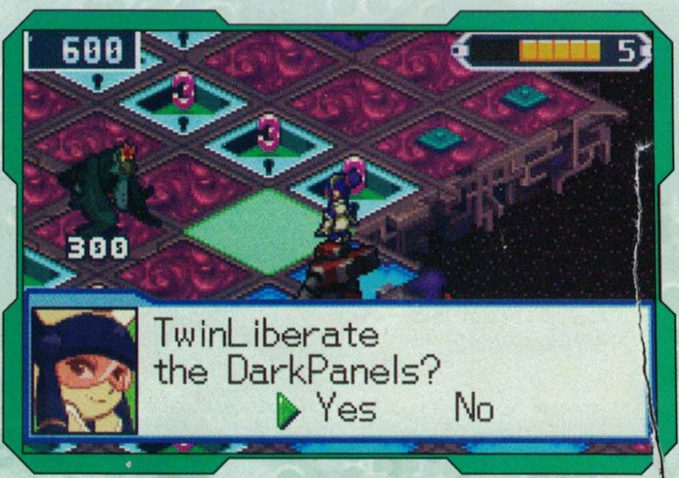
| Completion Prizes | |
|---|---|
| **Phases** | **Item** |
| 14 or less | Anubis A |
| 15 ~ 16 | CosmoMnDS C |
| 17 or more | 5000z |



| Item Panels | |
|---|---|
| **Number** | **Item** |
| 1 | Katana3 Z |
| 2 | 3 Order Points |
| 3 | BarrierKey1 |
| 4 | AntiWood M |
| 5 | 2000z |
| 6 | Heart ((00 HP) |
| 7 | BarrierKey2 |
| 8 | BarrierKey3 |

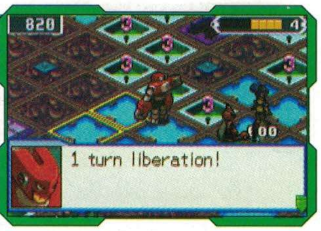
Liberation Missions don't *get* nastier than this. NO Offense Navi for clearing out large areas, the toughest enemies, limited movement room, limited Order Points, a mere two Bonus Panels, and *two* Darkloids whose danger zones you have to brave early in the Mission! You'd better have one heck of a Folder with some powerful Program Advances ready to go! You do have a few advantages, though. First of all, the field conditions in battle are *always* normal Panels. Since both your Leader and Support Navis are here, you can save your game *twice* per Phase instead of only once! Make good use of that! There are also no trapped Item Panels to worry about. This one is still a doozy, though!

## Team ProtoMan



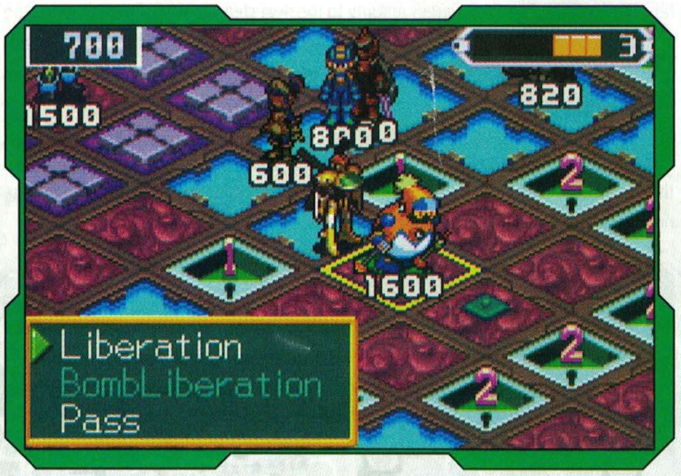
TwinLiberate the DarkPanels?
▶ Yes No

Start off by having MegaMan use his LongSword, clearing a path to the opening to the east. Send in the rest of your Team, and have MagnetMan or ProtoMan Liberate the Item Panel to the north to claim **three Order Points**. They're going to be surrounded, but a 1-Turn Liberation is vital to this Phase's movement. Have the other clear out the Dark Panel directly north of the Dark Hole that's surrounded by Barrier Panels, then send in Meddy and GyroMan. Have Meddy start a Twin Liberation as far north as possible, so when GyroMan completes the process from the west, you've cleared out a whopping six Dark Panels. Sadly, this does leave Gyro, Meddy, and your path-opener Navi open to attacks by the TinHawk6s, but you can mitigate that somewhat later.

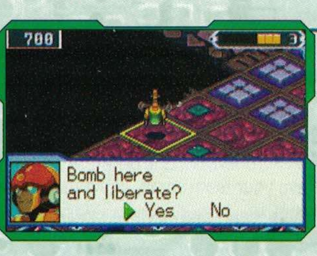


1 turn liberation!

The next Phase is simple; ice the two TinHawk6s. This is a job for the three Navis who didn't get attacked last Phase. Have one take out the southern TinHawk6, then send the other two to take on the northern one, making sure to 1-Turn Liberate it. GyroMan should Pass and recover his HP, and your final Navi needs to start cutting a path east again. Set them up just outside Cosmo and BlizzardMan's attack ranges and Liberate north, with the goal of a 1-Turn Liberation to take two Dark Panels out. Yes, there's a Dark Hole you could conceivably take out this Phase, but don't! While the nearby Bladia6 can't move *onto* Barrier Panels, it can move *through* them, and clearing out the Dark Hole gives it a perfect place to warp to and start thwacking Navis! Stay out of its range and keep it where it is. You'll be back this way anyway.



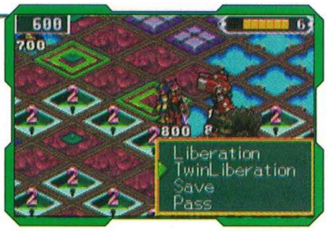
Next, have MagnetMan activate the Magnet Barrier to protect your Team as they venture through the Darkloids' danger zones. Bit of a pity, since MagnetMan does massive damage to BlizzardMan, but you've got MegaMan, and Magnet Soul is always an option there. Have two Navis clear a path to BlizzardMan, with the second achieving a 1-Turn Liberation to get the Panel directly in front of Blizzard. (ProtoMan's WideSword could do it, but you want to hold onto your Order Points.) This leaves you two Navis to tackle BlizzardMan with, which you'll likely need. Save MegaMan for last; use your other one to whittle down Blizzard's HP, making it easier for Mega to get a 1-Turn Liberation against him and clear out a few more Panels to make next Phase easier.



Bomb here and liberate?

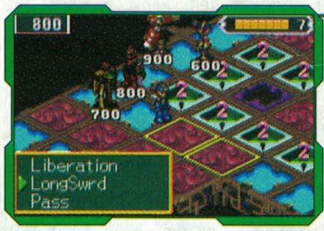
You're not done playing in CosmoMan's danger zone, but don't activate the Magnet Barrier yet. Have any Navi except Magnet or GyroMan grab the **BarrierKey1** from the Item Panel to start, and be sure to get a 1-Turn Liberation to clear out all the Panels there, giving the advancing TinHawk6 nowhere to move to. Then send GyroMan to the east, and have him Bomb Liberate the Panel between the two Item Panels close to CosmoMan. Send your remaining Navis as far south as possible, have MagnetMan activate his Magnet Barrier, and let the other two Pass and heal.

There's a little trick concerning Bonus Panels that hasn't been brought up yet because it wasn't really necessary before… but now, you've got so many things stacked against you, you need every advantage you can get. You also have two Save opportunities a Phase, and you can seriously exploit it. Send GyroMan to the empty space by the Bonus Panel to the south, but before you claim it, return to Meddy and have her Save. Have Gyro open the Bonus Panel, with the aim of claiming **Order Points**. If he doesn't get them, reload your game and try again! And again and again until you get those Order Points!

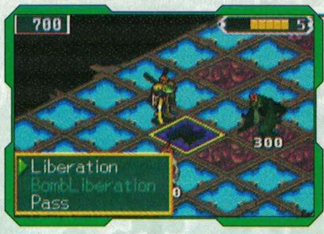


Once you've got those tasty, succulent, and slightly-ill-gotten Order Points, have Meddy begin the Twin Liberation to the east, with the endpoint at the Panel GyroMan Bomb Liberated last Phase. Meddy will be surrounded, but with the right Chips this isn't too bad, especially since you're not shooting for a 1-Turn Liberation. Have GyroMan complete the Twin Liberation, then send ProtoMan and MegaMan up the path. Have one Liberate the Item Panel to the north to get three Order Points, then have the other Liberate south to open a path to the next area. Finally, have MagnetMan activate his Barrier to keep everyone safe from enemy retaliation.

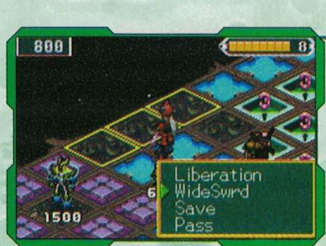
By this point, your Navis have likely been taking quite a beating. Move everyone into the safe zone to the far east, between the Barrier Panels and the edge of the area, and have *everyone* Pass to restore HP. You can afford to burn the Phase healing. Just make sure everyone's out of the BigBrute6's attack range.



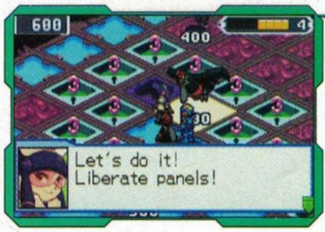
Everyone's within that blasted advancing TinHawk6's attack range *now*, so save MagnetMan's move for last, as you're going to need his Magnet Barrier. ProtoMan or Meddy should Liberate the Panel just east of the BigBrute6, which lets GyroMan at the BigBrute6 itself. Once it's clear, have MegaMan move into the space it occupied and LongSword his way east. There's a lone Dark Panel down there, so have your remaining non-MagnetMan Navi Liberate it. Now activate the Magnet Barrier!



The next Phase is very straightforward, and who does what is fairly open-ended, though your strongest Navis should tackle the Dark Holes. Have your Navi of choice tackle the BigBrute6, aiming for a 1-Turn Liberation so the next Navi can Liberate the Dark Hole. With the Hole and its adjacent Panels cleared, have another Navi claim the **BarrierKey2** in the southern Item Panel, which opens up a lot of space. (A 1-Turn Liberation also nets them a **900 HP Heart**.) Delete the Dark Hole that's left super-vulnerable from the west for maximum field advantage, then do the same to the TinHawk6, which should be on the Item Panel holding **three Order Points**. Score!



There's another round of being way too close to CosmoMan ahead, so have the Magnet Barrier ready to go. Return to the north side, where there's a small path beyond the Barrier Panels. GyroMan or Meddy should clear away the Dark Panel just east of the Item Panel, then the other takes on the TinHawk6 from the east. Achieve a 1-Turn Liberation when taking on the TinHawk (easy enough?) to both claim a **900 HP Heart** for your Navi and clear the path ahead for the rest of your Team. Send in ProtoMan to WideSword a path to the northern clearing, then send MegaMan through to LongSword a path to the Bonus Panel. Activate MagnetMan's Barrier to protect the Team during the Darkloid Phase.

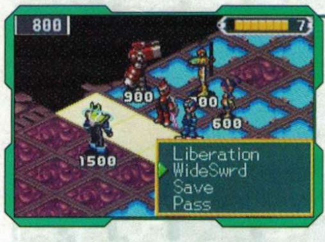


Let's do it!
Liberate panels!

Right away, grab the Bonus Panel, without really worrying which outcome you get (you should have plenty of Order Points already). With the Blaida6 suitably lured out of the path to the Dark Hole, Send in GyroMan to Bomb Liberate a Panel next to the Hole, south or west of it. Then send the rest of your team back around to take out the Dark Hole surrounded by the Barrier Panels nearby. It should only take three Navis to reach the Dark Hole and delete it; have MagnetMan take on the Dark Hole proper because of the Poison-Panel-producing Mett3EX. Finally, send your last Navi into the Panel MagnetMan just cleared, and have them Pass and heal. Doing so leaves the Bladia6 no space to jump in and attack you during the Darkloid Phase!

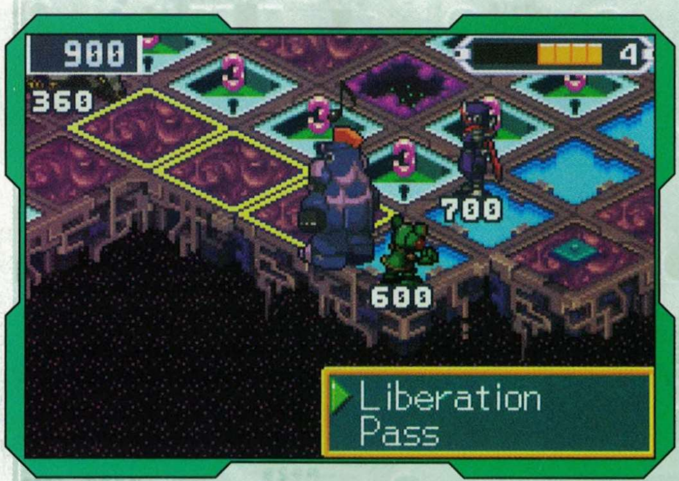
Once the next Phase opens, return to GyroMan and have him take on the Dark Hole, clearing a path to the Item Panels. There's really not much more to be done this Phase; sure, you could have your Team push their way down to meet GyroMan, but why risk the HP? If you've made it this far without a failure, you should only be on Phase 11. Everyone's safe, so have the Team Pass and restore their HP.

Next Phase, have GyroMan Liberate the northern Item Panel to claim the **BarrierKey3**, opening up the last of the Barrier Panels and letting you at the final Dark Hole. A 1-Turn Liberation also nets you **three Order Points**, but you shouldn't need them, really, so no pressure. Since there's a Mett3EX in the final Dark Hole, MagnetMan is the Navi of choice there. Don't dally, though, as that TrumpySP can really make things a pain.

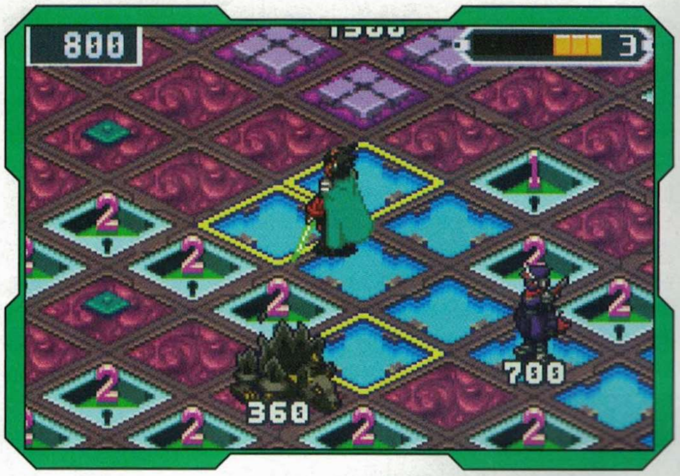


Now, you *could* have ProtoMan WideSword open the Panels north of CosmoMan, and then have MegaMan and Meddy take him on. But unless you're very confident those two can take out CosmoMan in this Phase, opt to keep everyone out of his attack range and Pass once more to restore HP instead. *Next* Phase (which should be 13 if you've been doing well), have Proto use the WideSword, then sic your remaining four Navis on him. MegaMan's the best bet to beat him, but having three backup Navis sure doesn't hurt! You could also save MagnetMan for last, and have him use the Magnet Barrier just in case three Navis aren't enough.

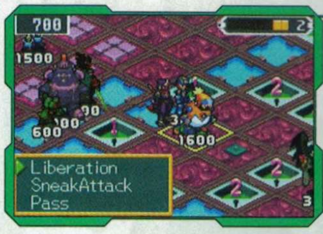
## Team Colonel



Team Colonel starts off a lot like Team ProtoMan does, with MegaMan using his LongSword to open a path to the clearing to the east, then Colonel claiming the **three Order Points** to the north. However, your next step is to send your other Navis around the south bend. Have ToadMan sing to KnightMan, and use the enhanced Liberation to clear a path up to the BigBrute6 (A 1-Turn Liberation here claims a **Katana3 Z Chip**, but that's really just a bonus.) ShadowMan should then take out the BigBrute6, making sure to get a 1-Turn Liberation, completing a path to the Barrier Panels surrounding BlizzardMan.

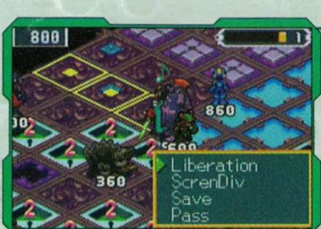


Another Life Melody is in order; this time have ToadMan sing to MegaMan, and have him clear out the five Dark Panels leading to the next clearing west. Put Colonel in the single Panel just outside the two Darkloids' attack zones, Save, and have him attempt a 1-Turn Liberation west in order to clear away two Panels for next Phase without burning an Order Point. This also prevents the BigBrute6 nearby from getting close enough to attack Colonel. Keep KnightMan next to Mega and ToadMan and have him Pass to keep them safe from the TinHawk6. ShadowMan should then clear out the lone Dark Panel northeast of the BigBrute6; while this move may seem pointless now, it pays off several Phases down the road!



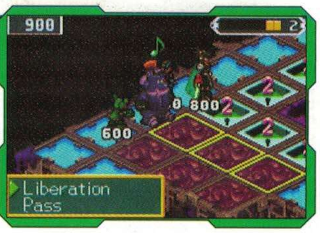
Now it's time to get risky and enter CosmoMan's danger zone. It's not like you have a choice. There's two ways to go about this, depending on who you'd rather send against BlizzardMan. MegaMan can LongSword a path to the opening in the Barrier Panels, then have ToadMan clear out the one Panel between you and Blizzard, letting ShadowMan and Colonel at him. Or, have ToadMan perform a normal Liberation north, then have Colonel Screen Divide away the two Panels to Blizzard's west, letting Mega and Shadow at him. Either way, be sure to have ShadowMan actually *fight* Blizzard; at this stage, Shadow is capable of delivering a *lot* more damage against a single opponent in battle than he can with his Command, plus Points are getting low. Be sure to eliminate BlizzardMan this Phase, preferably via 1-Turn Liberation with the second Navi to fight him, then set KnightMan up so he can protect any Navi from CosmoMan's attack.

Come next Phase, there should be a TinHawk6 sitting right on top of an Item Panel. Easy pickings. Send in the Navi that needs the least amount of healing, and have it wipe out the TinHawk6 with a 1-Turn Liberation to keep the other TinHawk well away and claim the **BarrierKey1** you need. Move the entire rest of the Team in, out of CosmoMan's attack zone, and have them all Pass to restore HP.

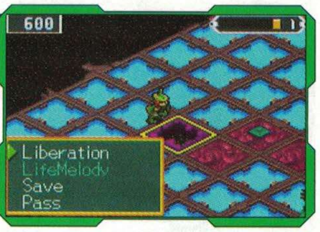


Move your team south, along the Barrier Panels there, and have ToadMan sing to either Colonel or MegaMan. Use their enhanced Liberation to cut a path west, claiming the **2000 Zenny** in the Item Panel. Send ShadowMan southwest through the recently-opened path to claim the Bonus Panel along the edge of the area, then have him Liberate the Dark Panel from the south, giving the rest of your Team a path they can take to meet up with Shadow. Send in Mega/Colonel, but have them Liberate the northern Item Panel instead to claim **three Order Points**. Move KnightMan close to MegaMan to keep him safe from CosmoMan's attack.

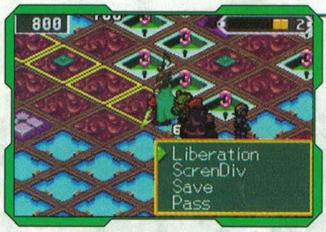
Move everyone into the small passageway between the edge of the map and the Barrier Panels, keeping them directly west of the BigBrutes. If necessary, have everyone Pass their turn and restore HP; you're safe from all attacks here and you can spare the Phase.



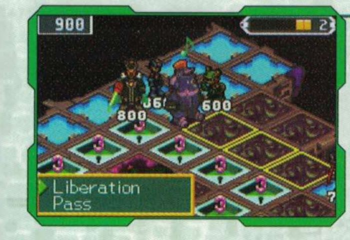
You have a pretty clear path to the next Dark Hole, as the BigBrute6s have gone to the other side of the Barrier Panels. Now it's time to keep them there! Have MegaMan use his LongSword south, then have a Life-Melody-enhanced KnightMan cut a path eastward along the Barrier Panels to keep the BigBrutes on the other side. Have ShadowMan clear out the single Dark Hole in the way, then send Colonel all the way down and Screen Divide away the Panels blocking the Dark Hole. Don't worry, as none of the sub-bosses can get to you in the Darkloid Phase; thanks to ShadowMan's move back in Phase one, the TinHawk has no Dark Panel within range to jump to.



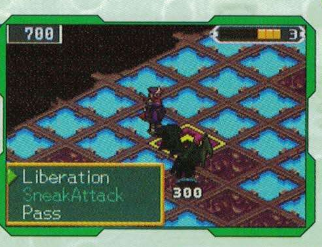
Take out the Dark Hole to the east, then have your non-KnightMan Navi of choice claim the **BarrierKey2** from the southern Item Panel. Remember that a 1-Turn Liberation nets you a **900 HP Heart**, as well. With the removal of the Barrier Panels, the Dark Hole back east just got extremely vulnerable. Since it's a BigBrute Dark Hole, ToadMan or Toad Soul MegaMan are good choices to take it on. Cleaning it out also nets **three Order Points**. Have your remaining Navis Pass and restore HP.



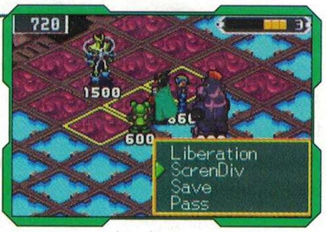
Send the whole team north, putting ToadMan in the corner just outside of CosmoMan's attack range, and have him sing to Colonel. Before you do anything else, though, have MegaMan Liberate the Dark Panel directly east of ToadMan. Now Colonel should cut a path west with the enhanced Liberation, through the Item Panel that contains a **900 HP Heart**. Next comes ShadowMan; send him over to claim the Bonus Panel, then Liberate the Dark Panel that allows your Team to head forward. Now send KnightMan through the passage and have him go as far north as possible, then Pass. This lures the Bladia6 west, vital to the next Phase.



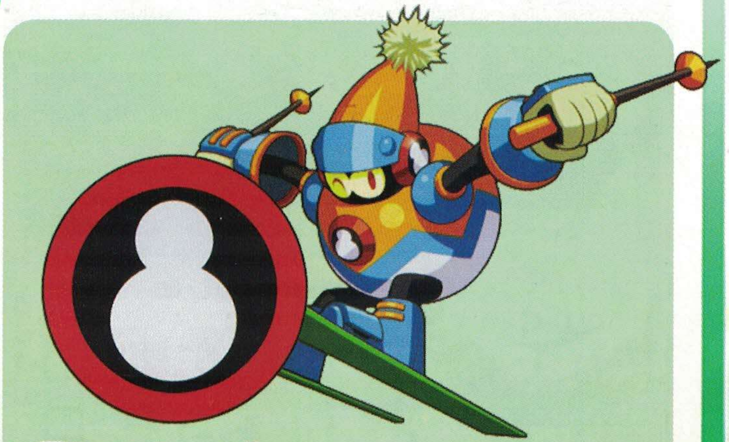
Step one is now clearing out the Bladia6; leave that to MegaMan. A 1-Turn Liberation here should be easy. Have ToadMan sing to KnightMan, who then cuts a path east along the Barrier Panels. ShadowMan takes care of the lone Dark Panel along the way, opening the path for Colonel to Screen Divide away the two Dark Panels in front of the Dark Hole. Regrettably, most of your Navis are within the range of the TinHawk6, and which one it targets is pretty random. The Dark Hole does spawn a Bladia6, but it can't attack.



Now, send in anyone but Colonel or ShadowMan to clear out the Dark Hole; MegaMan's a good bet. Follow that up by having anyone but Colonel or Shadow tackle the TinHawk6; you should be able to 1-Turn Liberate it easy, clearing the path to the Item Panels to the east. Have Colonel Screen Divide the Item Panels to claim **three Order Points** and the **BarrierKey3**, which opens up the last two Dark Holes. Send in ShadowMan to pick off the western one; there's a Poison-Panel-creating Mett3EX in there, but Shadow ignores Poison, and his Shuriken targets enemies even if it uses its Blinder Chip. Have your final Navi Pass and heal.



You should be on Phase 12 now if you've gone through with no failures, so have *everyone* Pass and heal. As long as you're far away from the Dark Hole, it won't generate a new TinHawk6. You're going to want ShadowMan healthy to tackle the last Dark Hole, which has a Mett3EX and a TrumpySP backing up the TinHawk6. Once the Hole is down, have Colonel Screen Divide the Panels in front of CosmoMan away, then sic MegaMan, KnightMan, and ToadMan on him. Even if you don't succeed in defeating him this Phase, you have one more Phase to try, and (hopefully) all five Navis to throw at him, plus KnightMan's presence negates Cosmos' Darkloid-Phase attack.



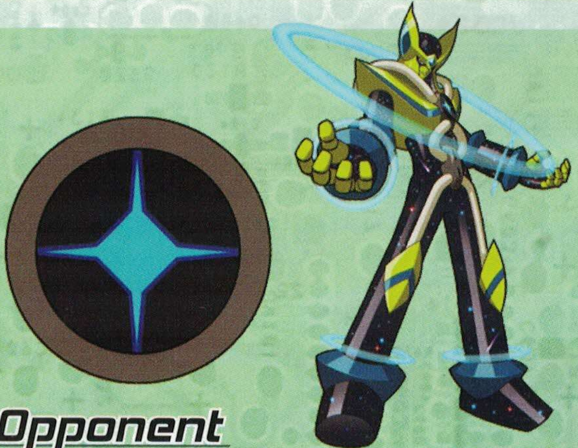
## Opponent BlizzardMan.EXE

**HP: 1200**

**Element**

**Aqua**

| Attack | Damage |
|---|---|
| Snow Rolling | 160 |
| Blizzard Breath | 160 |
| Rolling Slider | 240 |



## Opponent CosmoMan.EXE

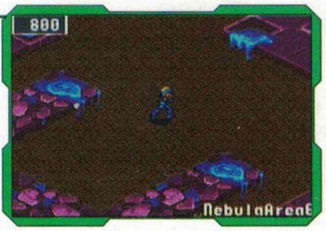
**HP: 1500**

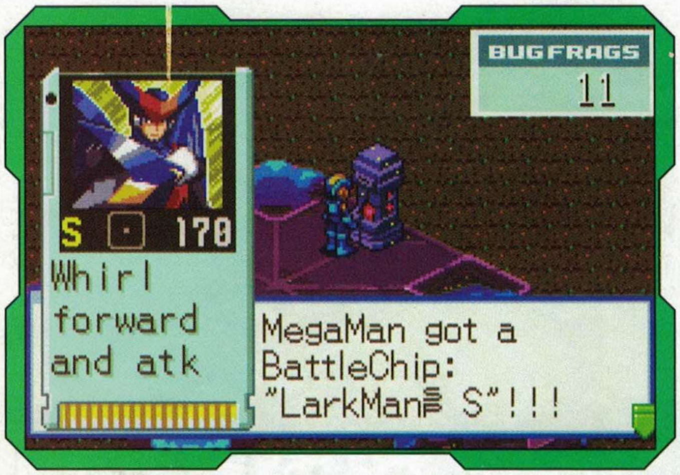
**Element**

**Null**

| Attack | Damage |
|---|---|
| Cosmo Gate | 200 |
| Cosmo Buster | 200 |
| Cosmo Ring | 200 |
| Cosmo Planet | 200 |

Finally, you've made it to the deepest part of the Nebula Hole. Seven gates, seven battles. Before you take on any of them, head to the north, going along the invisible path to a tiny island with a warp on it. The warp takes you to the lower level, where a hidden **HPMemory** in a Blue Mystery Data and the **LifeAura D Mega Chip** in a Purple Mystery Data await.





Whirl forward and atk

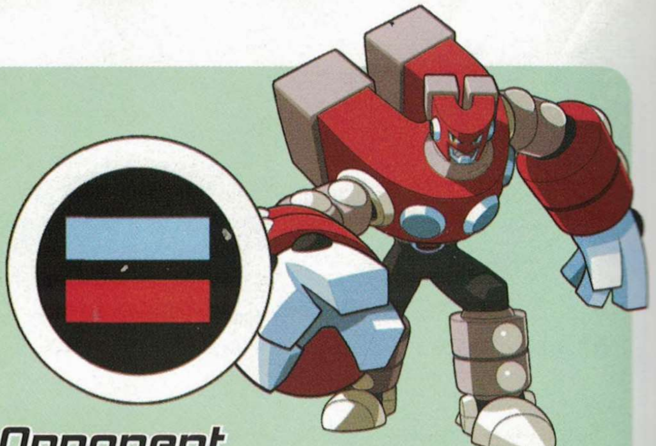
MegaMan got a BattleChip: "LarkMan S"!!!

Make your way to the southwestern portion of the upper level, which has a warp to the BugFrag Trader. Drop in 10 BugFrags, and you get a Chip. This one has the most powerful stock of any Trader, even giving up SP and DS-level Navi Chips.

Each of the six [illegible] gates will only open if you've accomplished a specific task; achieving an S-Rank victory over the Omega versions of your Team Navis. Beating them opens up the corresponding gate in Nebula Hole 6, letting you take on the DS Versions of each Navi!

820
465
AreaGrab

The DS Navis are interesting, because they not only have all of their normal attacks, but they're also packing *every Chip you own and Program Advance you've completed!* As such, they're very unpredictable. Their HP and damage ratings for their built-in attacks are variable, all hinging on MegaMan's stats. Their Dark Soul Level (abbreviated to DSLV in the following table) is 1/100 of MegaMan's core HP, ignoring anything past the decimal point and Navi Customizer HP. If MegaMan has 920 HP, then each DS Navi's DSLV is 9. Naturally, the maximum DSLV is 10.



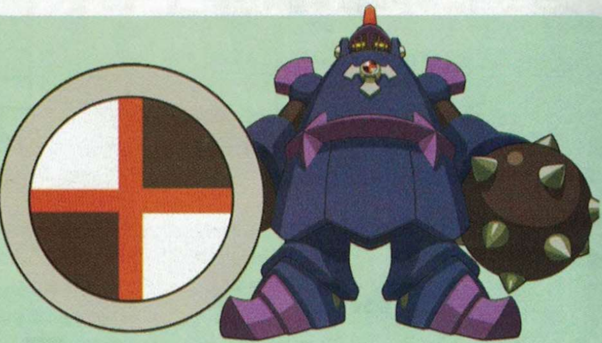
## Opponent MagnetMan.EXE DS

Element

Elec

HP: 800 + (100 x DSLV)

| Attack | Damage |
|---|---|
| NS Tackle | 30 x DSLV |
| MagBall | 20 x DSLV |
| MagMissile | 20 x DSLV |



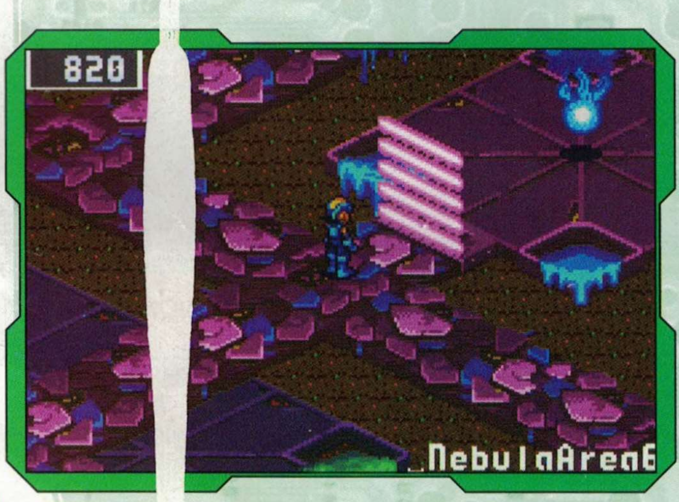
## Opponent KnightMan.EXE DS

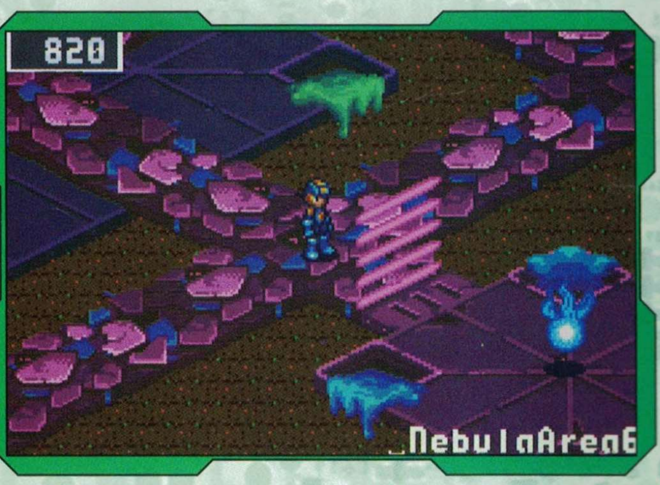
Element

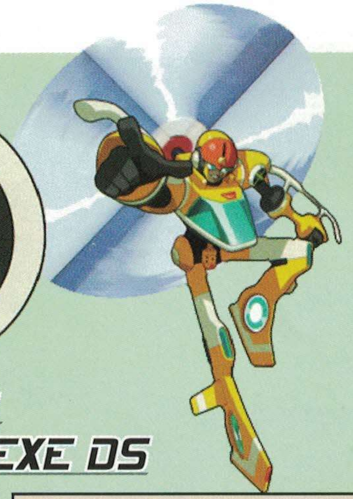
Null

HP: 600 + (100 x DSLV)

| Attack | Damage |
|---|---|
| Block 'n' Wall | 20 x DSLV |
| Kingdom Crusher | 20 x DSLV |
| R.W.B. | 30 x DSLV |







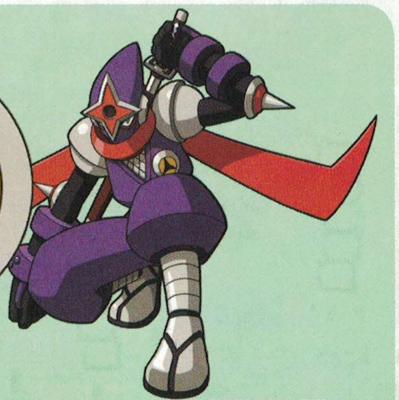
## Opponent GyroMan.EXE DS

**Element**

**Null**

**HP: 600 + (100 x DSLV)**

| Attack | Damage |
|---|---|
| Gyro Air Force | 30 x DSLV |
| Gyro Counter | 3 x (5 x DSLV) |
| Tornado Arm | 3 x (5 x DSLV) |
| Gyro Cutter | 20 x DSLV |



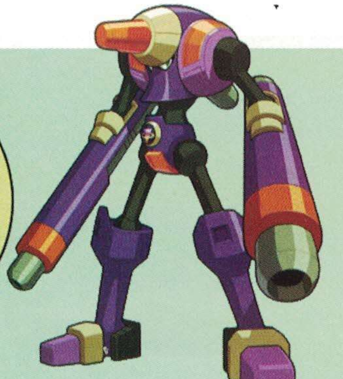
## Opponent ShadowManMan.EXE DS

**Element**

**Null**

**HP: 500 + (100 x DSLV)**

| Attack | Damage |
|---|---|
| Kawarimi Shuriken | 20 x DSLV |
| Bakuen | 20 x DSLV |
| Bunshin Kiri | 20 x DSLV |
| Yamiuchi | 20 x DSLV |



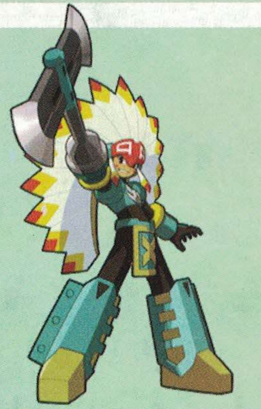
## Opponent NapalmMan.EXE DS

**Element**

**Fire**

**HP: 700 + (100 x DSLV)**

| Attack | Damage |
|---|---|
| Fire Bomb | 25 x DSLV |
| Napalm Bomb | 30 x DSLV |
| Vulcan Arm | 3 x (5 x DSLV) |
| Gyro Cutter | 20 x DSLV |



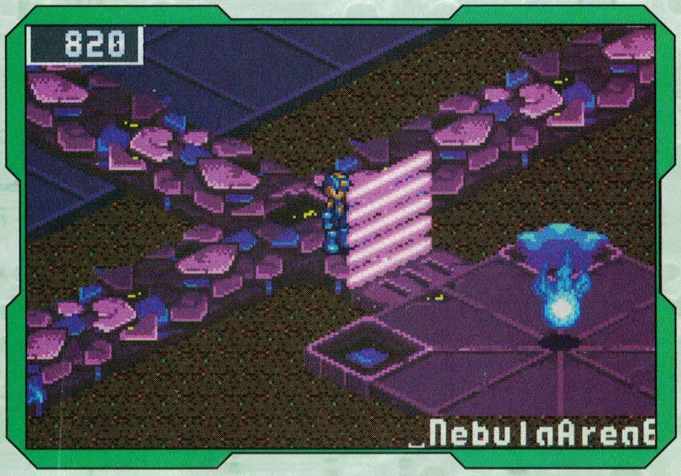
## Opponent TomahawkMan.EXE DS

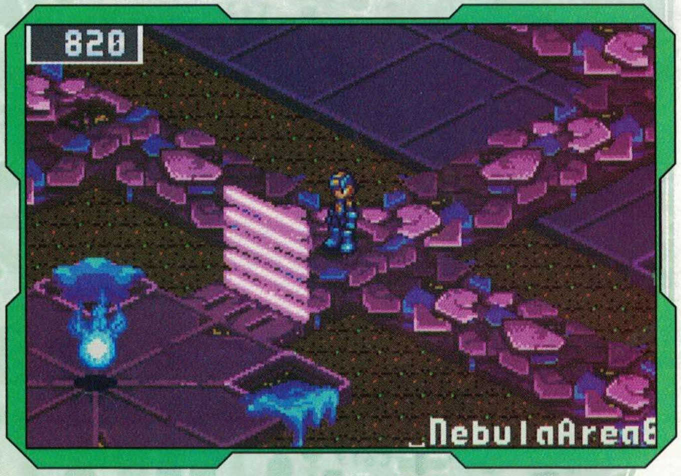
**Element**

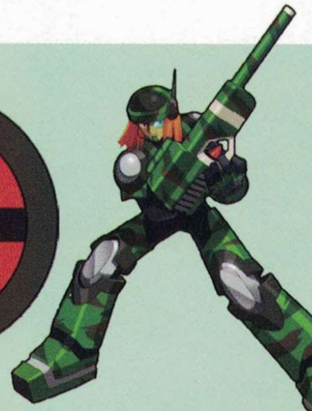
**Wood**

**HP: 600 + (100 x DSLV)**

| Attack | Damage |
|---|---|
| Tomahawk Air Raid | 20 x DSLV |
| Tomahawk Swing | 25 x DSLV |
| Totem Meteor | 20 x DSLV |
| Rolling Tomahawk | 30 x DSLV |







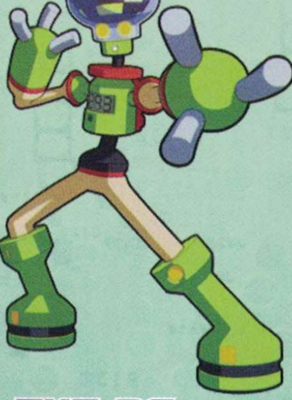
## Opponent
## SearchMan.EXE DS

**HP: 700 + (100 x DSLV)**

**Element**

**Null**

| Attack | Damage |
|---|---|
| Scope Gun | 3 x (5 x DSLV) |
| Search Grenade | 20 x DSLV |
| Satellite Ray | 20 x DSLV |



## Opponent
## NumberMan.EXE DS

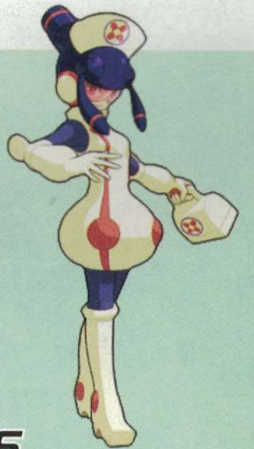
**HP: 500 + (100 x DSLV)**

**Element**

**Null**

| Attack | Damage |
|---|---|
| Dice Bomb | Result x (5 x DSLV) |
| Number Ball | 20 x DSLV |
| N-Trap (T-Bomb) | DSLV |
| N-Trap (Eraser) | 250 x DSLV |

820
NebulaArea6



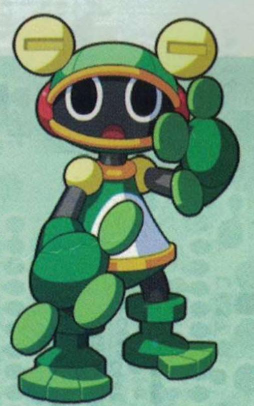
## Opponent
## Meddy.EXE DS

**HP: 700 + (100 x DSLV)**

**Element**

**Null**

| Attack | Damage |
|---|---|
| Meddy Capsule | 10 x DSLV |
| Chemical Flash | 25 x DSLV |
| Healing Ball | DSLV |



## Opponent
## ToadManMan.EXE DS

**HP: 600 + (100 x DSLV)**

**Element**

**Aqua**

| Attack | Damage |
|---|---|
| Shocking Song | 0 x DSLV |
| KeroKero Frog | 0 x DSLV |
| Frog Smack | 0 x DSLV |

820
NebulaArea6

Confront the darkness that lurks within you.

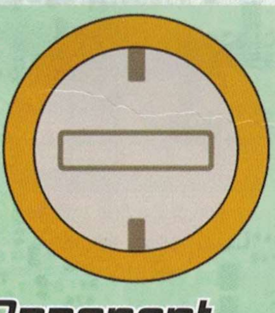
## Opponent ProtoMan.EXE DS

**HP: 500 + (100 x DSLV)**

**Element**

**Null**

| Attack | Damage |
|---|---|
| Wide Sword | 20 x DSLV |
| Fighter Sword | 20 x DSLV |
| Surprise Sword | 20 x DSLV |
| Delta Ray Edge | 3 x (10 x DSLV) |



## Opponent Colonel.EXE DS

**HP: 600 + (100 x DSLV)**

**Element**

**Null**

| Attack | Damage |
|---|---|
| Colonel Army Rifle | 3 x (5 x DSLV) |
| Colonel Army Sword | 15 x DSLV |
| Screen Divide | 20 x DSLV |
| Blind Rain Shower | 4 x (7 x DSLV) |
| Colonel Cannon | 25 x DSLV |

Once all of the DS Navis are down, the final gate opens, giving you access to the King of Chaos: an upgraded Nebula Gray in his Alpha form! Defeat him to earn another Giga-Class Chip; **BigHook G** in *Team ProtoMan*, or **MetrKnuk M** in *Team Colonel*!

## Opponent Nebula Gray

**HP: 2500**

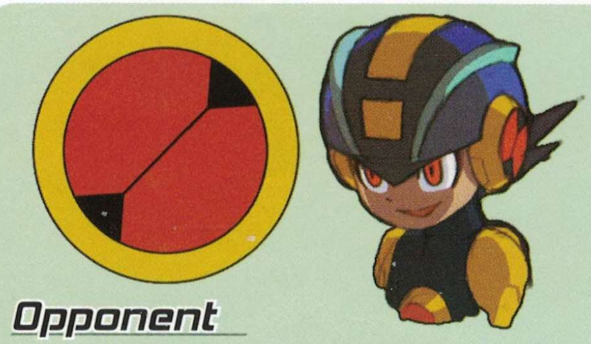
**Element**

**Null**

| Attack | Damage |
|---|---|
| Black Prominence | 100 |
| Grave Fire | 200 |
| Dark Sword | 200 |
| Dark Thunder | 100 |
| Dark Meteor | 150 |
| Dark Lance | 200 |
| Hellflame Serpent | 200 |
| Thousand Death Hand | 180 |

Once Nebula Gray falls, there's still more to be done. Jack Out, then return to the area. The DS Navis are all back, ready to be fought again! Once they're all down, return to the portal to face the King of Chaos once again. Just *who* the King of Chaos *is* this time depends on the total amount of time you took to defeat the DS Navis.

| DS Navi Delete Time | King of Chaos |
|---|---|
| 3:00:01 and up | Nebula Gray |
| 2:00:01 ~ 3:00:00 | Bass |
| 2:00:01 and less | Dark MegaMan Ω |



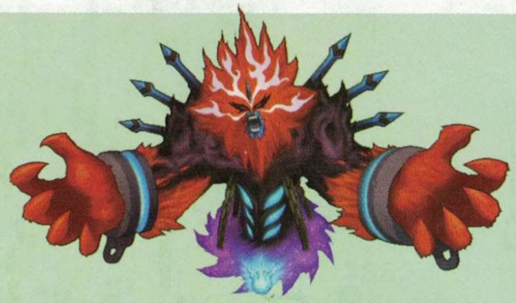
## Opponent
## Dark MegaMan.EXE

**Element**

**Null**

**HP: 2000**

| Attack | Damage |
|---|---|
| MegaBuster | Same as Player |
| Cannon | 100 |
| Quake | 200 |
| Dark Sword | 400 |



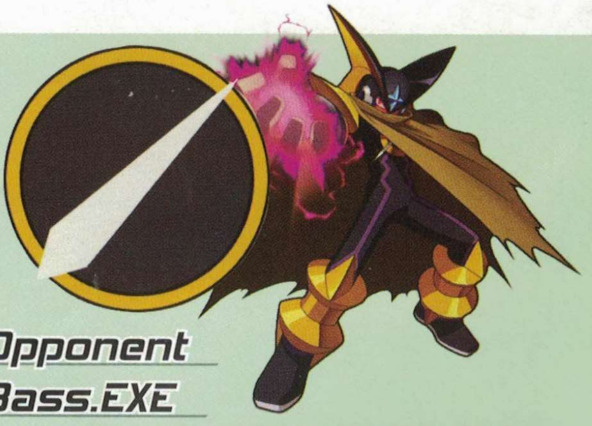
## Opponent
## Nebula Gray

**Element**

**Null**

**HP: 3000**

| Attack | Damage |
|---|---|
| Black Prominence | 150 |
| Grave Fire | 300 |
| Dark Sword | 300 |
| Dark Thunder | 150 |
| Dark Meteor | 200 |
| Dark Lance | 300 |
| Hellflame Serpent | 300 |
| Thousand Death Hand | 270 |



## Opponent
## Bass.EXE

**Element**

**Null**

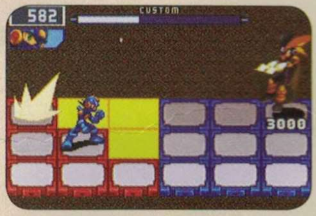
| Version | HP |
|---|---|
| β | 3000 |
| Ω | 3500 |

*Full Synchro Counterattack!*

Bass has always been a humongous pain, and of course now is no exception. Like last game, he has no protective aura for you to worry about… but he gives you more than enough *else* to worry about, like only taking damage when he's still! Bass' attacks have a tendency to push MegaMan's emotion to the rarely-seen Angry, giving Mega's next Chip attack double damage, but it's rarely worth the boost. Before you challenge Bass, pack in a full complement of four Invisible Chips and plenty of AreaGrabs. Be sure to have AirShoes and SprArmr Customizer Programs, and lots of HP… and lots of luck!

**Shooting Buster**

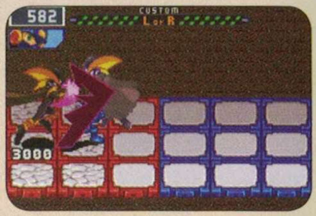
| Version | Damage |
|---|---|
| β | 200 |
| Ω | 250 |



One of Bass' standbys, he unloads into your side of the field with both arm cannons, rapidly blasting away at random Panels. Dodging this attack is nigh-impossible without the use of Invisibl Chips. Bass must stay still while firing, giving you plenty of time to counterattack.

**Dark Arm Blade**

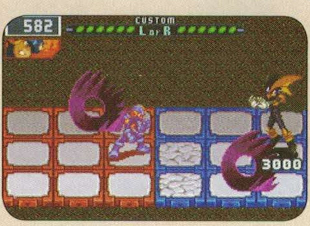
| Version | Damage |
|---|---|
| β | 200 |
| Ω | 250 |



Bass can leap into your side of the field to try and strike you with his dark blades. He can strike up to three times, and how many is seemingly random. Move fast to dodge.

### Hells Rolling

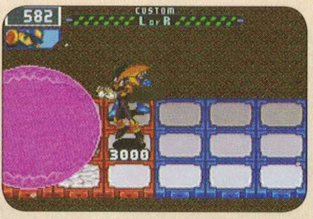
| Version | Damage |
|---|---|
| β | 300 |
| Ω | 400 |



When you see the wheels forming to either side of Bass, rush to the center of the front column ASAP. If you're in the back two columns, the Hells Rolling wheels will turn to run you down. Bass is immobile for most of the time while the top wheel is on-screen, so counterattack then. The wheels cannot cross holes, so a TripCrak can cut this move short. Make use of the holes Bass puts in your field as wells to stop this move!

### Darkness Overload

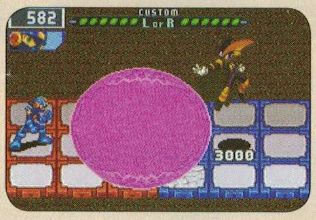
| Version | Damage |
|---|---|
| β | 500 |
| Ω | 600 |



Bass fires a massive superlaser that covers the entire back two columns, cracking every Panel. If you're quick, you can slip into the two safe zones. Now's the best time to use an AreaGrab, giving you a little time and room to prepare a nasty surprise for when Bass returns to his field.

### Chaos Nightmare

| Version | Damage |
|---|---|
| β | 500 |
| Ω | 600 |



Watch out when Bass leaps high into the air and gathers energy. Make your way to a corner Panel and be ready to move *fast*; the instant you see the Panel you're on flash yellow, *run*! Bass hurls a massive energy flare at that Panel, causing an eruption that does tremendous damage, cracking the target Panel and all surrounding ones. This move is very fast and you can't hit Bass while he's performing it, so stay on your toes!

Once you've beaten King of Chaos Bass, he gives up the final Giga-Class Chip regardless of your Busting Level; **Bass F** in *Team ProtoMan*, **BassAnly F** in *Team Colonel*. Bass also becomes a random encounter in Nebula Hole 6 (only after you Jack Out of the net and return to the area, though), but it's his Omega version. Defeat this, and while you earn no Chips or Zenny, you do earn the Bass Mark on the Title screen, the final one you need... to unlock the *final* challenge of the game. Whew!

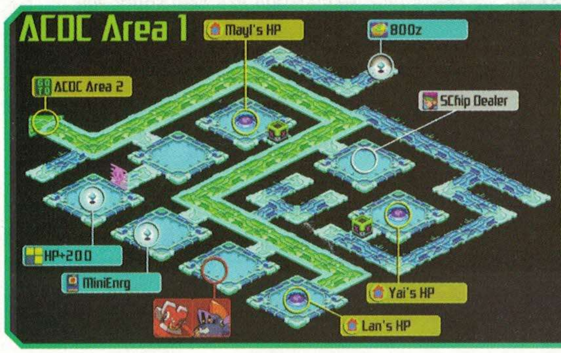
*Don't worry if you fail to get the King of Chaos you want. Just Jack Out then return, and all of the DS Navis revive! Beat them again, carefully timing it to get the proper King of Chaos! Every time you Jack Out of the system, the DS Navis come back, so you can keep at it over and over.*

With a complete set of Marks on your Title screen, continue playing the game to the end, entering the Soul Server and tackling Nebula Gray. But this is no ordinary version. Gray has Omega-upgraded, too! With 4000 HP and doing ridiculous amounts of damage, you're in for one *major* fight!

Once this ultimate Nebula Gray has fallen, kick back and relax. Let the ending roll and enjoy—it's a special ending sequence only for those who have vanquished the ultimate Nebula evil! You rock.

# Internet Maps

## ACDC Area 1

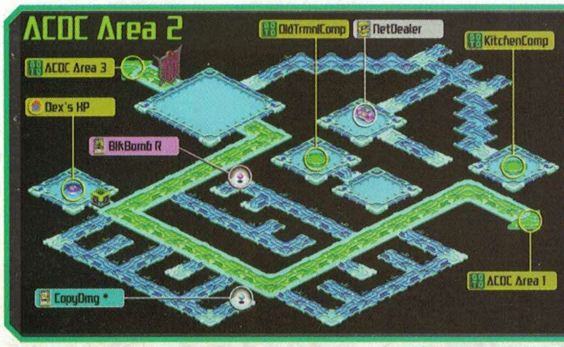

Mayl's HP
800z
ACDC Area 2
SChip Dealer
HP+200
MiniEnrg
Yai's HP
Lan's HP

VIRUSES
- CanGard
- Mettaur

RANDOM◆DATA
- MiniBomb *
- WideSwrd K
- Guard1 A
- DublCrak *
- 100~400z
- 1 BugFrag

BATTLE◆DATA
- 1000z
- 1 BugFrag

## ACDC Area 2

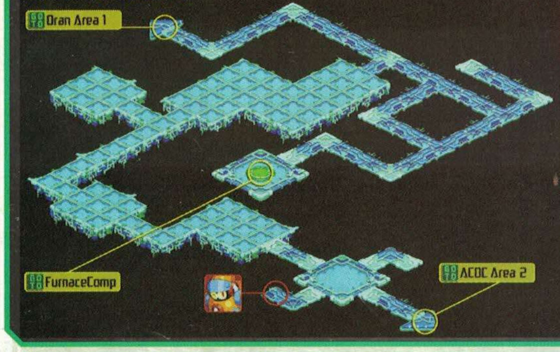

OldTrmnlComp
NetDealer
KitchenComp
ACDC Area 3
Dex's HP
BlkBomb R
ACDC Area 1
CopyDmg *

VIRUSES
- CanGard
- Mettaur
- Powie

RANDOM◆DATA
- Spreader D
- Thunder B
- Recov10 *
- Barrier S
- 200~550z
- 1 BugFrag

BATTLE◆DATA
- 1000z
- 1 BugFrag

## ACDC Area 3

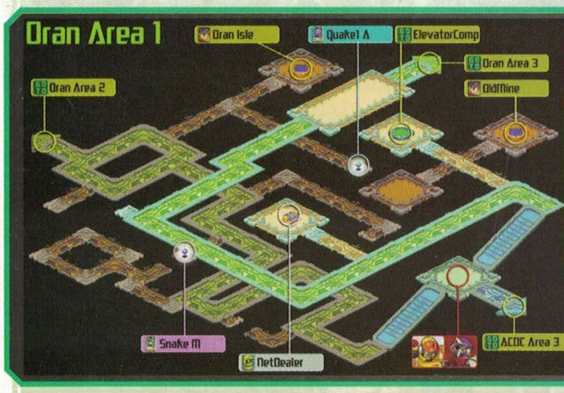

Oran Area 1
FurnaceComp
ACDC Area 2

VIRUSES
- Bugtank
- CanGard
- Mettaur
- Powie
- WindBox

RANDOM◆DATA
- Cannon C
- Vulcan1 E
- EnergBom W
- Recov50 B
- 250~500z
- 1 BugFrag

BATTLE◆DATA
- 1000z
- 1 BugFrag

## Oran Area 1

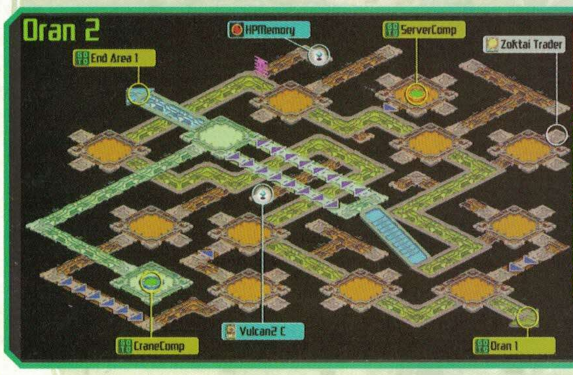

Oran Isle
Quake1 A
ElevatorComp
Oran Area 2
Oran Area 3
OldMine
Snake M
NetDealer
ACDC Area 3

VIRUSES
- Bugtank
- Cactikil
- Champy
- Mettaur

RANDOM◆DATA
- Spreader C
- MrkCan1 S
- CrakBomb R
- TripCrak *
- 300~600z
- 1 BugFrag

BATTLE◆DATA
- Snake C
- AntiSwrd D
- 1500z
- 2 BugFrags

## Oran 2

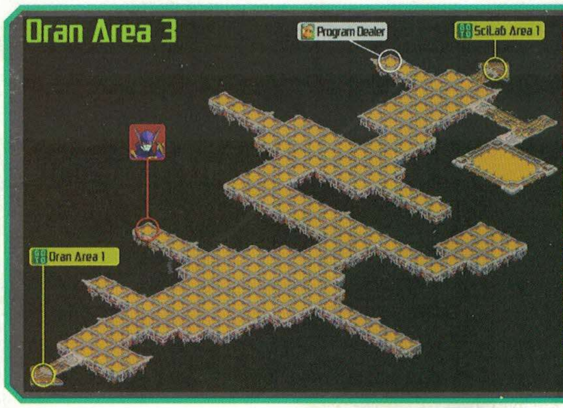

HPMemory
ServerComp
Zoktai Trader
End Area 1
CraneComp
Vulcan2 C
Oran 1

VIRUSES
- Bugtank
- Cactikil
- Champy
- Mettaur
- VacuumFan

RANDOM◆DATA
- EnergBom P
- LongSwrd M
- Boomer V
- Barrier *
- 200~600z
- 1 BugFrag

BATTLE◆DATA
- Snake C
- AntiSwrd D
- 1500z
- 2 BugFrags

## Oran Area 3

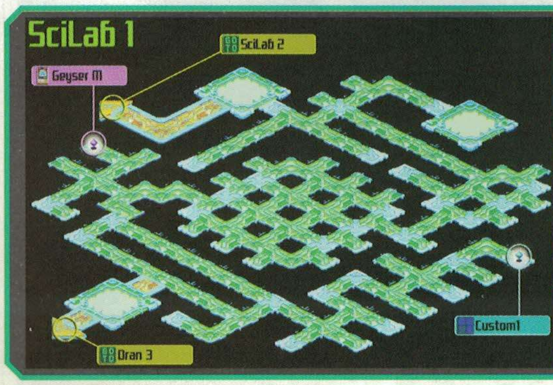

Program Dealer
SciLab Area 1
Oran Area 1

VIRUSES
- Batty
- Bugtank
- Cactikil
- Drixol
- MettEX
- Powie
- WindBox

RANDOM◆DATA
- Vulcan2 B
- AirSpin1 E
- CusVolt1 A
- Recov80 K
- 320~780z
- 1 BugFrag

BATTLE◆DATA
- Snake C
- AntiSwrd D
- 1500z
- 2 BugFrags

## SciLab 1

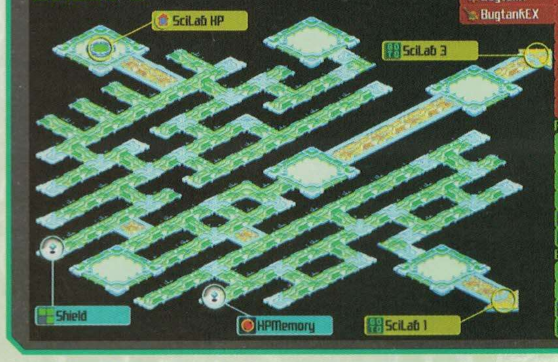

SciLab 2
Geyser M
Custom1
Oran 3

VIRUSES
- Bugtank
- BugtankEX
- CanGrdEX
- Catack
- MettEX
- VacuumFan

RANDOM◆DATA
- HiCannon C
- Vulcan2 A
- Boomer L
- Recov30 *
- 350~600z
- 1 BugFrag

BATTLE◆DATA
- WideBlde A
- LongBlde E
- 2000z
- 3 BugFrags

## SciLab 2

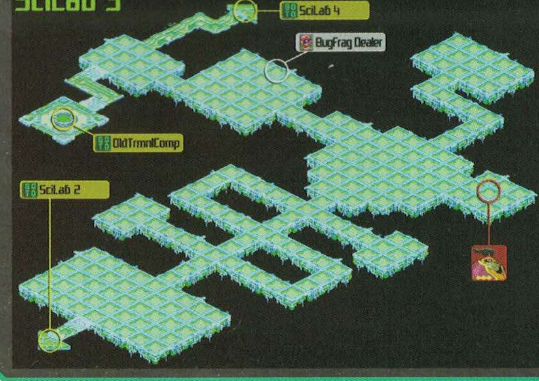

SciLab HP
SciLab 3
Shield
HPMemory
SciLab 1

VIRUSES
- Bugtank
- BugtankEX
- CanGard
- CanGrdEX
- Catack
- Drixol
- Handi
- MettEX
- WindBox

RANDOM◆DATA
- HiCannon C
- Vulcan2 A
- Boomer L
- Recov30 *
- 350~600z
- 1 BugFrag

BATTLE◆DATA
- WideBlde A
- LongBlde E
- 2000z
- 3 BugFrags

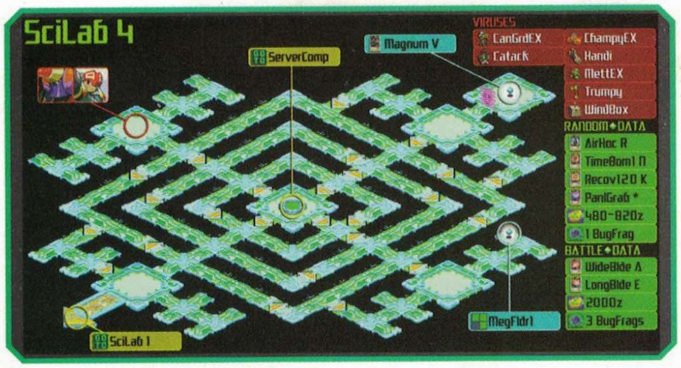
## SciLab 3

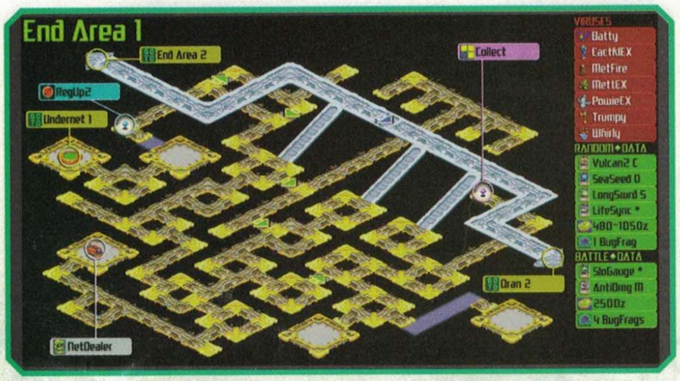

SciLab 4
BugFrag Dealer
OldTrmnlComp
SciLab 2

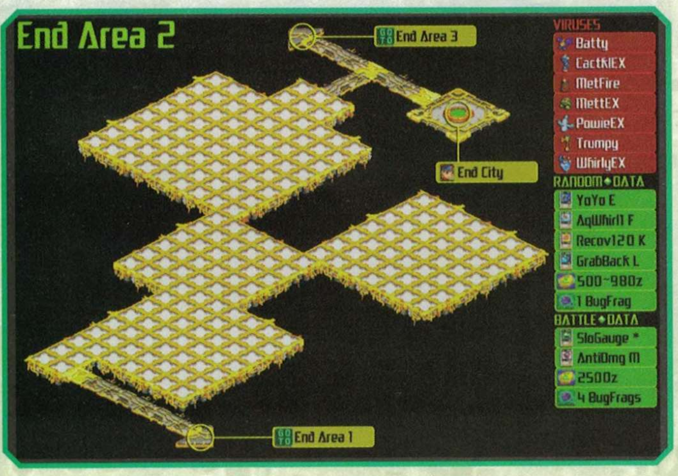
VIRUSES
- CanGrdEX
- Catack
- ChampyEX
- Handi
- MettEX
- Trumpy
- WindBox

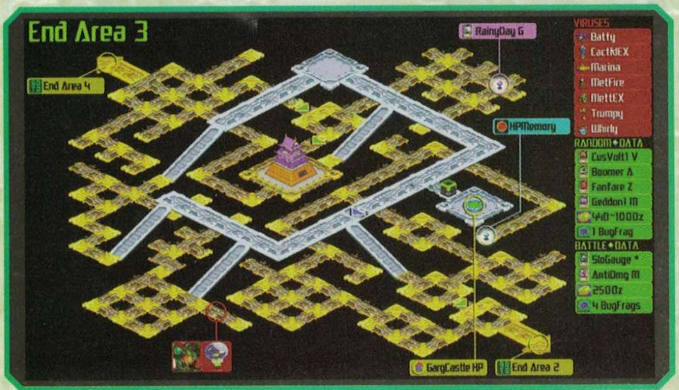
RANDOM◆DATA
- Vulcan2 B
- AirSpin1 E
- CusVolt1 A
- Recov80 K
- 320~780z
- 1 BugFrag

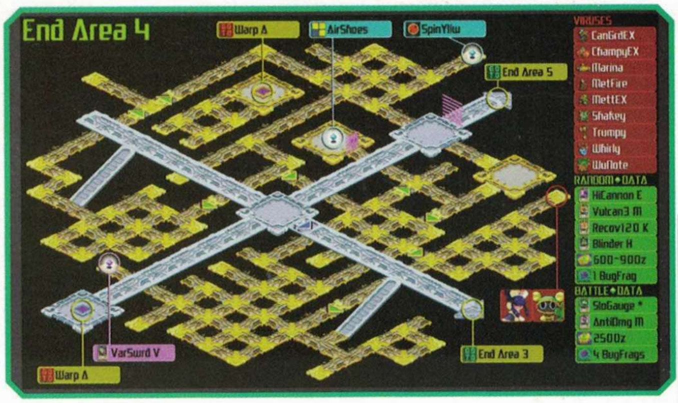
BATTLE◆DATA
- WideBlde A
- LongBlde E
- 2000z
- 3 BugFrags

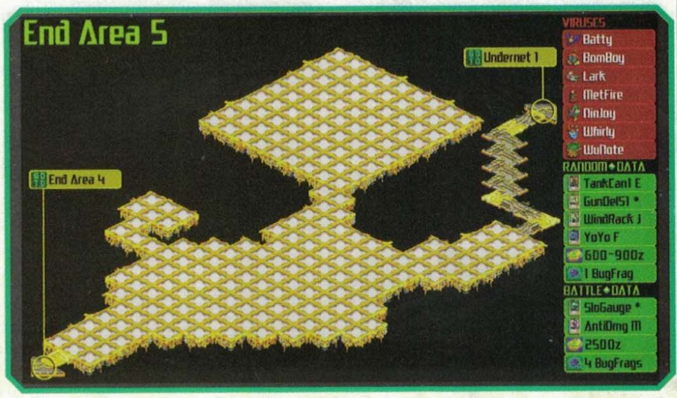

SciLab 4
ServerComp
Magnum V
MegFldr1
SciLab 1
VIRUSES
CanGrdEX
Catack
ChampyEX
Handi
MettEX
Trumpy
WindBox
RANDOM◆DATA
AirHoc R
TimeBom1 N
Recov120 K
PanlGrab *
480~820z
1 BugFrag
BATTLE◆DATA
WideBlde A
LongBlde E
2000z
3 BugFrags

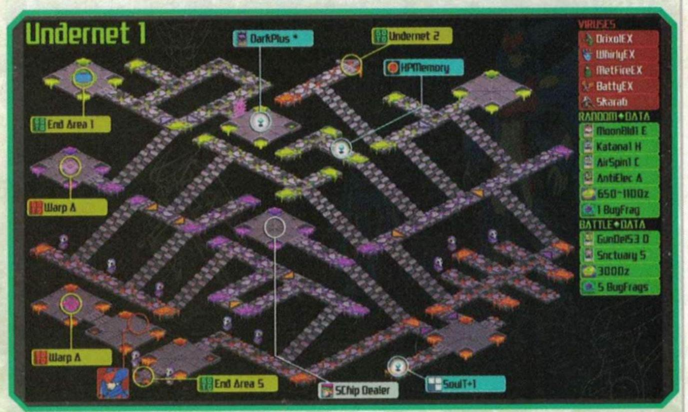

End Area 1
End Area 2
RegUp2
Undernet 1
Collect
Oran 2
NetDealer
VIRUSES
Batty
CactKlEX
MetFire
MettEX
PowieEX
Trumpy
Whirly
RANDOM◆DATA
Vulcan2 C
SeaSeed D
LongSwrd S
LifeSync *
480~1050z
1 BugFrag
BATTLE◆DATA
SloGauge *
AntiDmg M
2500z
4 BugFrags

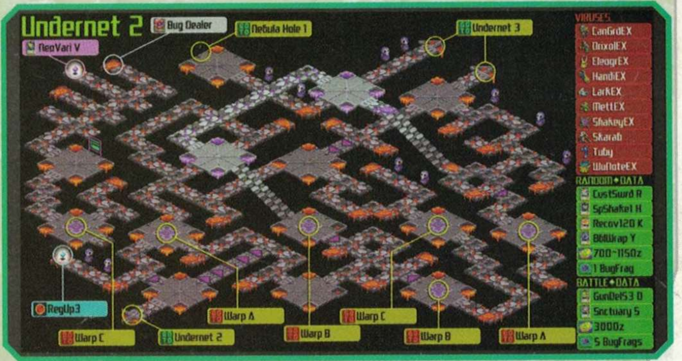

End Area 2
End Area 3
End City
End Area 1
VIRUSES
Batty
CactKlEX
MetFire
MettEX
PowieEX
Trumpy
WhirlyEX
RANDOM◆DATA
YoYo E
AqWhirl1 F
Recov120 K
GrabBack L
500~980z
1 BugFrag
BATTLE◆DATA
SloGauge *
AntiDmg M
2500z
4 BugFrags

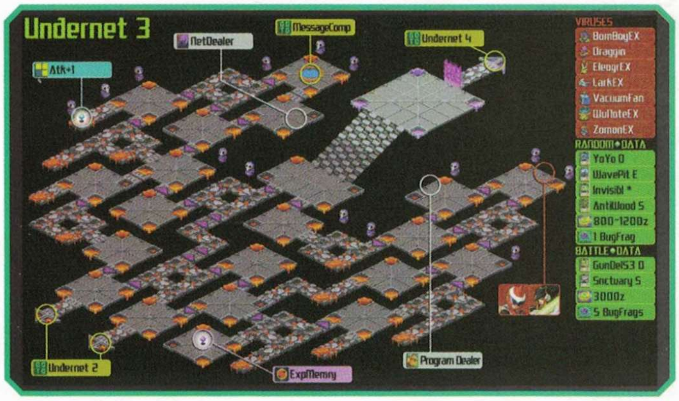

End Area 3
End Area 4
RainyDay G
HPMemory
GargCastle HP
End Area 2
VIRUSES
Batty
CactKlEX
Marina
MetFire
MettEX
Trumpy
Whirly
RANDOM◆DATA
CusVolt1 V
Boomer A
Fanfare Z
Geddon1 M
440~1000z
1 BugFrag
BATTLE◆DATA
SloGauge *
AntiDmg M
2500z
4 BugFrags


End Area 4
Warp A
AirShoes
SpinYllw
End Area 5
VarSwrd V
Warp A
End Area 3
VIRUSES
CanGrdEX
ChampyEX
Marina
MetFire
MettEX
Shakey
Trumpy
Whirly
WuNote
RANDOM◆DATA
HiCannon E
Vulcan3 M
Recov120 K
Blinder H
600~900z
1 BugFrag
BATTLE◆DATA
SloGauge *
AntiDmg M
2500z
4 BugFrags


End Area 5
Undernet 1
End Area 4
VIRUSES
Batty
BomBoy
Lark
MetFire
NinJoy
Whirly
WuNote
RANDOM◆DATA
TankCan1 E
GunDelS1 *
WindRack J
YoYo F
600~900z
1 BugFrag
BATTLE◆DATA
SloGauge *
AntiDmg M
2500z
4 BugFrags


Undernet 1
DarkPlus *
Undernet 2
HPMemory
End Area 1
Warp A
Warp A
End Area 5
SChip Dealer
SoulT+1
VIRUSES
DrixolEX
WhirlyEX
MetFireEX
BattyEX
Skarab
RANDOM◆DATA
MoonBld1 E
Katana1 H
AirSpin1 C
AntiElec A
650~1100z
1 BugFrag
BATTLE◆DATA
GunDelS3 D
Snctuary S
3000z
5 BugFrags

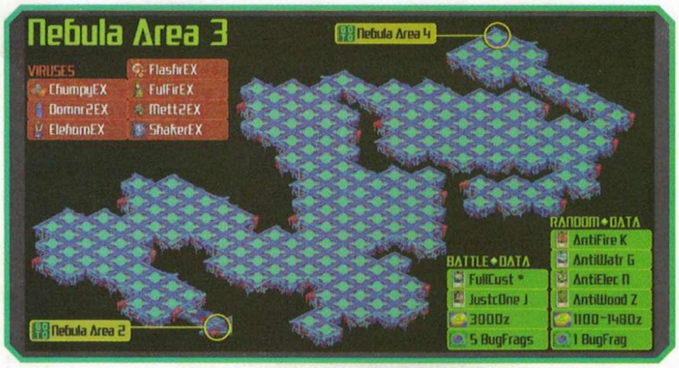

Undernet 2
Bug Dealer
Nebula Hole 1
Undernet 3
NeoVari V
RegUp3
Warp C
Undernet 2
Warp A
Warp B
Warp C
Warp B
Warp A
VIRUSES
CanGrdEX
DrixolEX
ElegrEX
HandiEX
LarkEX
MettEX
ShakeyEX
Skarab
Tuby
WuNoteEX
RANDOM◆DATA
CustSwrd R
SpShake1 H
Recov120 K
BblWrap Y
700~1150z
1 BugFrag
BATTLE◆DATA
GunDelS3 D
Snctuary S
3000z
5 BugFrags


Undernet 3
Atk+1
NetDealer
MessageComp
Undernet 4
Undernet 2
ExpMemry
Program Dealer

**VIRUSES**
- BomBoyEX
- Draggin
- EleogrEX
- LarkEX
- VacuumFan
- WuNoteEX
- ZomonEX

**RANDOM◆DATA**
- YoYo D
- WavePit E
- Invisibl *
- AntiWood S
- 800-1200z
- 1 BugFrag

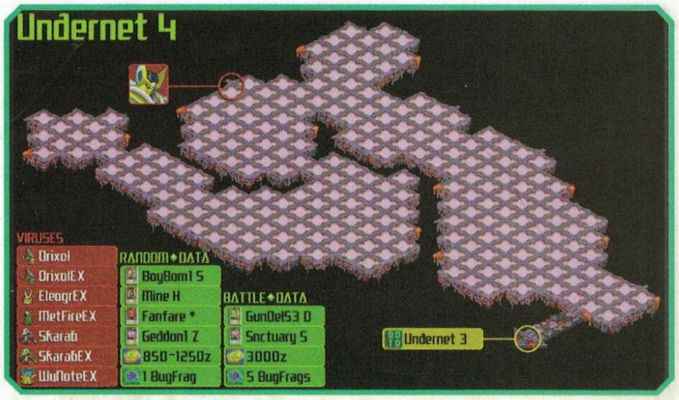
**BATTLE◆DATA**
- GunDelS3 D
- Snctuary S
- 3000z
- 5 BugFrags


Nebula Area 3
Nebula Area 4
Nebula Area 2

**VIRUSES**
- ChumpyEX
- Domnr2EX
- ElehornEX
- FlashrEX
- FulFirEX
- Mett2EX
- ShakerEX

**BATTLE◆DATA**
- FullCust *
- JustcOne J
- 3000z
- 5 BugFrags

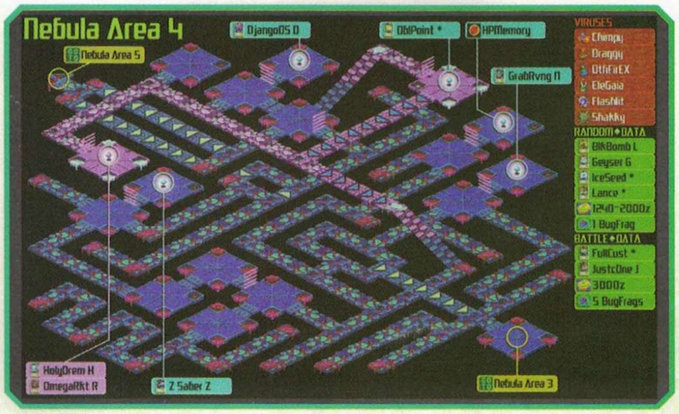
**RANDOM◆DATA**
- AntiFire K
- AntiWatr G
- AntiElec N
- AntiWood Z
- 1100-1480z
- 1 BugFrag


Undernet 4
Undernet 3

**VIRUSES**
- Drixol
- DrixolEX
- EleogrEX
- MetFireEX
- Skarab
- SkarabEX
- WuNoteEX

**RANDOM◆DATA**
- BoyBom1 S
- Mine H
- Fanfare *
- Geddon1 Z
- 850-1250z
- 1 BugFrag

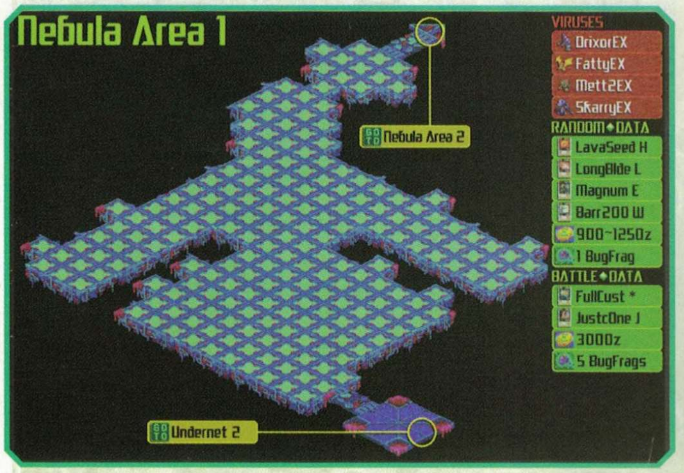
**BATTLE◆DATA**
- GunDelS3 D
- Snctuary S
- 3000z
- 5 BugFrags


Nebula Area 4
DjangoDS D
DblPoint *
HPMemory
Nebula Area 5
GrabRvng N
HolyDrem H
OmegaRkt R
Z Saber Z
Nebula Area 3

**VIRUSES**
- Chimpy
- Draggy
- OthFirEX
- EleGaia
- Flashlit
- Shakky

**RANDOM◆DATA**
- BlkBomb L
- Geyser G
- IceSeed *
- Lance *
- 1240-2000z
- 1 BugFrag

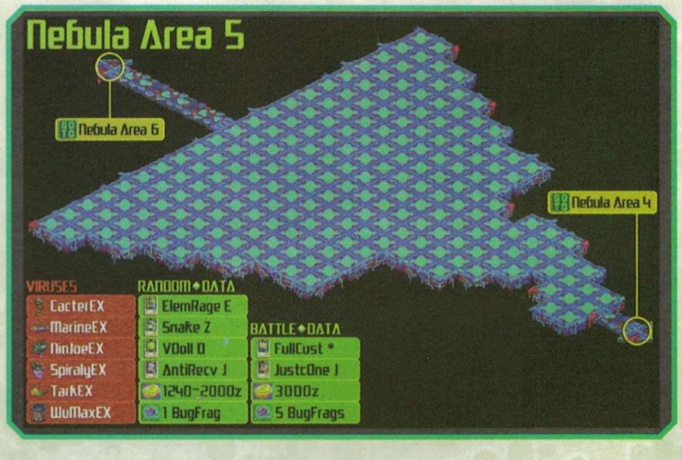
**BATTLE◆DATA**
- FullCust *
- JustcOne J
- 3000z
- 5 BugFrags


Nebula Area 1
Nebula Area 2
Undernet 2

**VIRUSES**
- DrixorEX
- FattyEX
- Mett2EX
- SkarryEX

**RANDOM◆DATA**
- LavaSeed H
- LongBlde L
- Magnum E
- Barr200 W
- 900-1250z
- 1 BugFrag

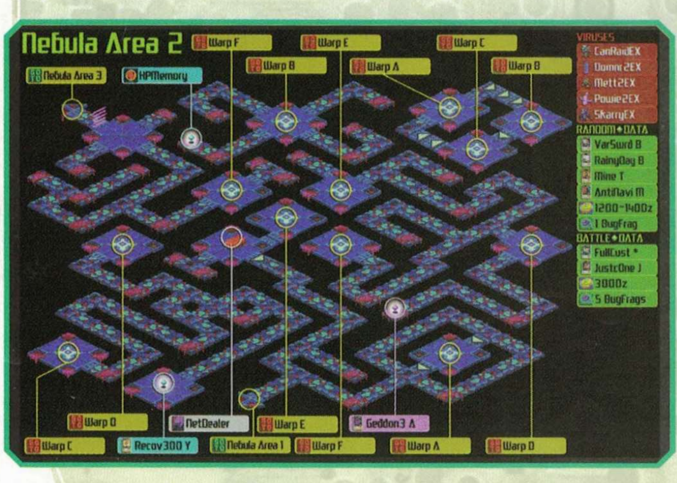
**BATTLE◆DATA**
- FullCust *
- JustcOne J
- 3000z
- 5 BugFrags


Nebula Area 5
Nebula Area 6
Nebula Area 4

**VIRUSES**
- CacterEX
- MarineEX
- NinJoeEX
- SpiralyEX
- TarkEX
- WuMaxEX

**RANDOM◆DATA**
- ElemRage E
- Snake Z
- VDoll D
- AntiRecv J
- 1240-2000z
- 1 BugFrag

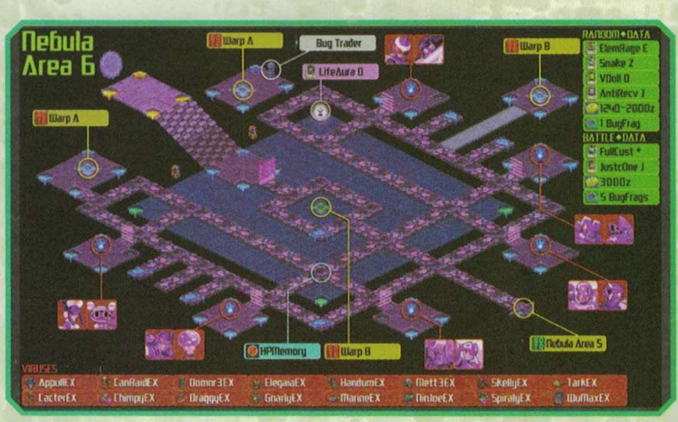
**BATTLE◆DATA**
- FullCust *
- JustcOne J
- 3000z
- 5 BugFrags


Nebula Area 2
Warp F
Warp E
Warp C
Warp B
Warp A
Warp B
Nebula Area 3
HPMemory
Warp D
NetDealer
Warp E
Geddon3 A
Warp C
Recov300 Y
Nebula Area 1
Warp F
Warp A
Warp D

**VIRUSES**
- CanRaidEX
- Domnr2EX
- Mett2EX
- Powie2EX
- SkarryEX

**RANDOM◆DATA**
- VarSwrd B
- RainyDay B
- Mine T
- AntiNavi M
- 1200-1400z
- 1 BugFrag

**BATTLE◆DATA**
- FullCust *
- JustcOne J
- 3000z
- 5 BugFrags


Nebula Area 6
Warp A
Bug Trader
LifeAura D
Warp B
Warp A
HPMemory
Warp B
Nebula Area 5

**RANDOM◆DATA**
- ElemRage E
- Snake Z
- VDoll D
- AntiRecv J
- 1240-2000z
- 1 BugFrag

**BATTLE◆DATA**
- FullCust *
- JustcOne J
- 3000z
- 5 BugFrags

**VIRUSES**
- AppullEX
- CacterEX
- CanRaidEX
- ChimpyEX
- Domnr3EX
- DraggyEX
- ElegaiaEX
- GnarlyEX
- HandumEX
- MarineEX
- Mett3EX
- NinJoeEX
- SkellyEX
- SpiralyEX
- TarkEX
- WuMaxEX

# Shop Listings

## Battle Chip Shops

**Higsby's Chip Shop**

| Item | Cost | Stock |
|---|---|---|
| S066 YoYo D | 5800z | 3 |
| S160 Blinder D | 6500z | 3 |
| S049 IceSeed A | 7300z | 3 |
| S028 GunDelS2 G | 8400z | 3 |
| M001 SuprVulc S | 9800z | 1 |

**Higsby's Chip Shop (Ch.6)**

| Item | Cost | Stock |
|---|---|---|
| S158 FstGauge Q | 10000z | 1 |
| S030 ElemRage K | 12000z | 3 |
| G006 DethPhnx D | 25000z | 1 |
| G006 Phoenix P | 25000z | 1 |

**Oran Area 1 NetDealer**

| Item | Cost | Stock |
|---|---|---|
| HPMemory | 2500z | 1 |
| HPMemory | 6000z | 1 |
| HPMemory | 10000z | 1 |
| S077 AirSpin1 E | 3400z | ∞ |
| S143 Recov80 * | 7800z | ∞ |
| S112 CircGun C | 8200z | ∞ |
| S119 Mine P | 9900z | ∞ |
| M005 Guardian O | 10500z | 1 |

**Higsby's Showcase (Ch.3)**

| Item | Cost | Stock |
|---|---|---|
| S167 BblWrap Y | 4200z | 1 |

**Higsby's Showcase (Ch.4)**

| Item | Cost | Stock |
|---|---|---|
| M058 Django D | 7300z | 1 |

**Higsby's Showcase (Ch.5)**

| Item | Cost | Stock |
|---|---|---|
| M004 NumbrBl N | 9500 | 1 |

**End Area 1 NetDealer**

| Item | Cost | Stock |
|---|---|---|
| HPMemory | 6000z | 1 |
| HPMemory | 10000z | 1 |
| HPMemory | 14000z | 1 |
| S007 Vulcan3 L | 5800z | ∞ |
| S003 M-Cannon G | 7600z | ∞ |
| S165 Barr100 P | 8800z | ∞ |
| S054 WideBlde V | 10000z | ∞ |
| M006 Jealousy J | 12000z | 1 |

**Higsby's Bargain Bin (Ch.3)**

| Item | Cost | Stock |
|---|---|---|
| S034 MiniBomb * | 300z | ∞ |
| S005 Vulcan1 * | 400z | ∞ |
| S164 Barrier * | 600z | ∞ |

**Higsby's Bargain Bin (Ch.6)**

| Item | Cost | Stock |
|---|---|---|
| S031 Thunder * | 1000z | ∞ |
| S180 ColorPt * | 2500z | ∞ |
| S092 Boomer * | 5000z | ∞ |

**Undernet 3 NetDealer**

| Item | Cost | Stock |
|---|---|---|
| HPMemory | 10000z | 1 |
| HPMemory | 15000z | 1 |
| HPMemory | 20000z | 1 |
| HPMemory | 30000z | 1 |
| S161 NrthWind V | 8000z | ∞ |
| S055 LongBlde L | 9800z | ∞ |
| S156 Geddon2 W | 10000z | ∞ |
| M003 Meteors R | 16000z | ∞ |

**ACDC Area 2 NetDealer**

| Item | Cost | Stock |
|---|---|---|
| HPMemory | 1000z | 1 |
| HPMemory | 3200z | 1 |
| HPMemory | 5000z | 1 |
| S005 Vulcan1 C | 500z | ∞ |
| S008 Spreader * | 3200z | ∞ |
| S002 HiCannon E | 5000z | ∞ |
| S053 LongSwrd C | 6000z | ∞ |
| S056 CustSwrd E | 6800z | ∞ |

**Nebula Hole 2 NetDealer**

| Item | Cost | Stock |
|---|---|---|
| HPMemory | 20000z | 1 |
| HPMemory | 26000z | 1 |
| HPMemory | 34000z | 1 |
| HPMemory | 50000z | 1 |
| S043 BubBomb R | 10000z | ∞ |
| S033 Static N | 16000z | ∞ |
| S130 VDoll Z | 22000z | ∞ |
| M016 BlakWing W | 28000z | 1 |

## SubChip Shops

**ACDC Town SubChip Dealer**

| Item | Cost | Stock |
|---|---|---|
| MiniEnrg | 100z | ∞ |
| Untrap | 500z | ∞ |
| LocEnemy | 6000z | ∞ |

**Yacht Deck SubChip Dealer**

| Item | Cost | Stock |
|---|---|---|
| FullEnrg | 1000z | ∞ |
| DashRun | 4000z | ∞ |
| LocEnemy | 6000z | ∞ |

**ACDC Area 1 SubChip Dealer**

| Item | Cost | Stock |
|---|---|---|
| MiniEnrg | 100z | ∞ |
| DashRun | 300z | ∞ |
| Unlocker | 4000z | ∞ |

**Undernet 1 SubChip Dealer**

| Item | Cost | Stock |
|---|---|---|
| FullEnrg | 1000z | ∞ |
| Unlocker | 4000z | ∞ |
| LocEnemy | 6000z | ∞ |

**SciLab Front SubChip Dealer**

| Item | Cost | Stock |
|---|---|---|
| FullEnrg | 1000z | ∞ |
| Unlocker | 4000z | ∞ |
| LocEnemy | 6000z | ∞ |

## Program Shops

**Oran Area 3 Program Dealer**

| Item | Color | Cost | Stock |
|---|---|---|---|
| HP+50 | White | 1300z | 1 |
| SoulT+ | Pink | 3800z | 1 |
| MegFldr1 | Green | 4700z | 1 |
| SelfRecv | Pink | 5500z | 1 |
| HP+200 | White | 6000z | 1 |
| SprArmor | Red | 7800z | 1 |

**Undernet 3 Program Dealer**

| Item | Color | Cost | Stock |
|---|---|---|---|
| Fish | Blue | 4200z | 1 |
| Custom1 | Blue | 5500z | 1 |
| Jungle | Green | 6000z | 1 |
| Reflect | White | 8700z | 1 |
| HP+400 | White | 10000z | 1 |
| BugStop | White | 13000z | 1 |

## BugFrag Shops

**SciLab 3 BugFrag Dealer (Chips)**

| Item | Cost | Stock |
|---|---|---|
| S059 WindRack B | 12f | ∞ |
| S047 LavaSeed P | 26f | ∞ |
| M007 Poltrgst P | 60f | ∞ |

**SciLab 3 BugFrag Dealer (Programs)**

| Item | Color | Cost | Stock |
|---|---|---|---|
| AutoRun | Red | 8f | 1 |
| Millions | Green | 22f | 1 |
| FlotShoe | Blue | 40f | 1 |

**Undernet 2 BugFrag Dealer (Chips)**

| Item | Cost | Stock |
|---|---|---|
| S169 AntiWatr D | 26f | ∞ |
| M012 Attck+30 * | 50f | 1 |
| G005 BugCurse C | 100f | 1 |
| G005 BugChain B | 100f | 1 |

**Undernet 2 BugFrag Dealer (Programs)**

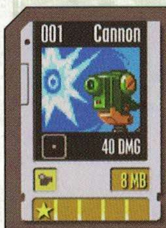
| Item | Color | Cost | Stock |
|---|---|---|---|
| DashRun | Blue | 20f | 1 |
| HP+300 | Yellw | 30f | 1 |
| GigFldr1 | Red | 90f | 1 |

# Battle Chips Index–Standard Chips

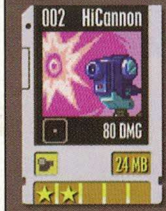
Standard Chips make up the vast majority of your NetBattling options. From incredibly common to pretty darn rare, Standard Chips offer up a wide variety of uses both offensive and defensive.

The only limitation on Standard Chips is that you can have no more than four of a single kind in a Folder, even if their Letter Codes are different.

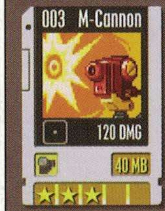
| Chip Acquisition Legend | |
|---|---|
| **NetD** | **NetDealer** |
| BugD | BugFrag Dealer |
| GMD | Green Mystery Data |
| BMD | Blue Mystery Data |
| PMD | Purple (locked) Mystery Data |
| IP | Item Panel |
| BP | Bonus Panel |
| CT | Chip Trader |
| NT | Number Trader |
| BT | BugFrag Trader |
| ZT | Zoktai Trader |
| (L2) | Level 2 game setting only |
| (L3) | Level 3 game setting only |
| Red Text | Team ProtoMan version only |
| Blue Text | Team Colonel version only |



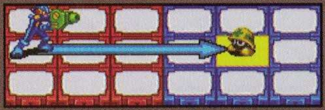
| | |
|---|---|
| A | Folder1, Folder2, BnusFldr, DrillComp 4 GMD, Higsby CT, Oran CT, Ship CT, Order |
| B | Folder1, Folder2, BnusFldr, DrillComp 1 GMD, Higsby CT, Oran CT, Ship CT |
| C | Folder2, ACDC 3 GMD, Higsby CT, Oran CT, Ship CT |
| * | Folder2, MainComp 1 GMD, Higsby CT, Oran CT, Ship CT |



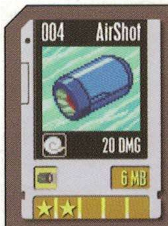
| | |
|---|---|
| D | Folder2, Xfolder, Liberation #2 IP, Ship CT, Oran CT, Order |
| E | Xfolder, ACDC 2 NetD (5000Z), End 4 GMD, Ship CT, Oran CT |
| F | Xfolder, DrillComp 3 GMD, Ship CT, Oran CT |



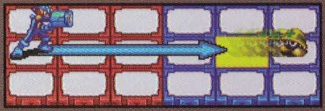
| | |
|---|---|
| F | MrFolder, FactoryComp 1 BMD, SciLab 2 GMD (L2), Oran CT, BT, Order |
| G | MrFolder, End 1 NetD (7600Z), End 1 GMD (L2), Oran CT, BT |
| H | MrFolder, Oran CT, BT |



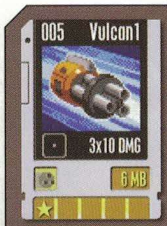
Cannon Chips fire a simple straightforward projectile, like the MegaBuster, hitting the first enemy or obstacle in the same row as MegaMan with minimal delay.



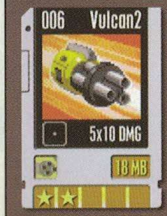
| | |
|---|---|
| * | Folder1, Xfolder, BnusFldr, DrillComp 2 GMD, Higsby CT, Oran CT, Ship CT, Order |



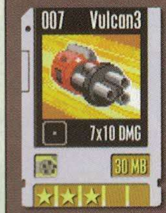
AirShot has the same attack pattern as the MegaBuster. This attack also pushes enemies one panel back if it is open, and obstacles all the way to right, crushing any enemy it hits. Certain obstacles cannot be pushed, however.



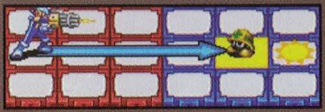
| | |
|---|---|
| C | ACDC 2 NetD (500Z), DrillComp 4 GMD, Higsby CT, Ship CT, Oran CT, Order |
| D | Folder1, BnusFldr, MainComp 1 GMD, Higsby CT, Ship CT, Oran CT |
| E | ACDC 3 GMD, Higsby CT, Ship CT, Oran CT |
| * | Higsby's Bin (400Z), Higsby CT, Ship CT, Oran CT |



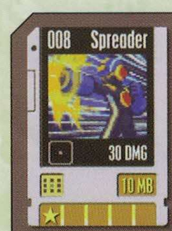
| | |
|---|---|
| A | Folder2, Xfolder, SciLab 1 GMD, Higsby CT, Ship CT, Oran CT, Order |
| B | Xfolder, Oran 3 GMD, Higsby CT, Ship CT, Oran CT |
| C | Xfolder, Oran 2 BMD, End 1 GMD, Higsby CT, Ship CT, Oran CT |



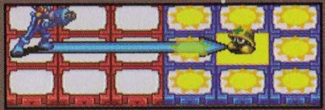
| | |
|---|---|
| L | End 1 NetD (5800Z), FactoryComp 2 GMD, Oran CT, Order |
| M | End 4 GMD, Oran CT |
| N | GargoylComp 1 GMD, Oran CT |



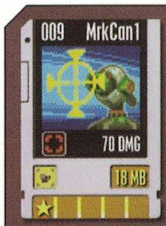
Vulcans fire a series of shots in rapid succession with a shot pattern like the MegaBuster, but with a splash effect that also damages anything in the panel behind the target. Full Synchro and Atk+ Chip bonuses are applied to every shot in the attack.



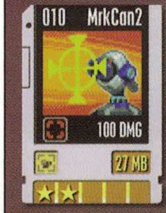
| | |
|---|---|
| C | Xfolder, Oran 1 GMD, Higsby CT, Ship CT, Oran CT |
| D | Xfolder, ACDC 2 GMD, Higsby CT, Ship CT, Oran CT, Order |
| E | Xfolder, MainComp 2 BMD, ACDC 2 GMD (L2), Higsby CT, Ship CT, Oran CT |
| * | ACDC 2 NetD (3200Z), DrillComp 4 GMD, Higsby CT, Ship CT, Oran CT |



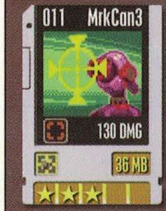
Spreader has the same shot pattern as the MegaBuster, but with a splash effect that damages anything in all panels surrounding the target.


009 MrkCan1
70 DMG
18 MB

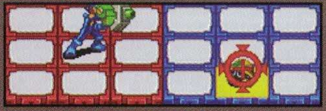
| | |
|---|---|
| K | CanGard, CanGrdEX, Higsby CT, Ship CT, Oran CT |
| M | CanGrdEX, Higsby CT, Ship CT, Oran CT |
| S | Xfolder, Oran 1 GMD, CanGard, CanGrdEX, Higsby CT, Ship CT, Oran CT, Order |


010 MrkCan2
100 DMG
27 MB

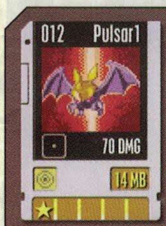
| | |
|---|---|
| D | Liberation #5 IP, CanRadEX, Ship CT, Oran CT |
| F | End 1 GMD (L2), CanRaid, Ship CT, Oran CT, Order |
| Z | CanRaid, CanRadEX, Ship CT, Oran CT |


011 MrkCan3
130 DMG
36 MB

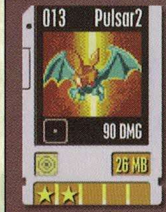
| | |
|---|---|
| E | End 1 GMD (L3), CanladEX, Oran CT, BT, Order |
| R | Canlada, CanladEX, Oran CT, BT |
| Y | Canlada, CanladEX, Oran CT, BT |



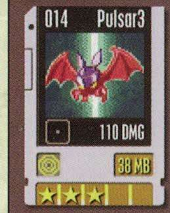
MrkCan Chips send a targeting reticule across the enemy field; the first enemy targeted is attacked regardless of its position in relation to MegaMan. Mega cannot move while the reticule is moving, plus a fast enemy can evade the shot even after being targeted.


012 Pulsar1
70 DMG
14 MB

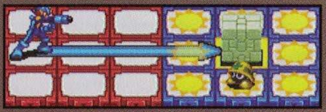
| | |
|---|---|
| F | Xfolder, BattyEX, Higsby CT, Ship CT, Oran CT, ZT |
| P | BadFldr, Batty, BattyEX, Higsby CT, Ship CT, Oran CT, ZT, Order |
| T | DrillComp 1 GMD, Batty, BattyEX, Higsby CT, Ship CT, Oran CT, ZT |


013 Pulsar2
90 DMG
26 MB

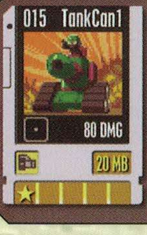
| | |
|---|---|
| E | FattyEX, Ship CT, Oran CT, ZT |
| G | ACDC 1 GMD (L3), Liberation #3 BP, Fatty, Ship CT, Oran CT, ZT, Order |
| M | Fatty, Ship CT, Oran CT, ZT |


014 Pulsar3
110 DMG
38 MB

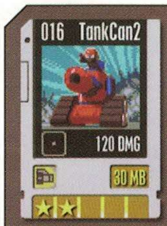
| | |
|---|---|
| C | GnarlyEX, Oran CT, BT, ZT |
| R | Gnarly, Oran CT, BT, ZT |
| S | Gnarly, GnarlyEX, Oran CT, BT, ZT, Order |



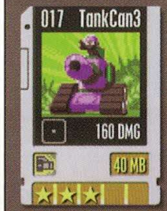
Pulsar Chips fire a beam across the row. If they connect with an obstacle (*not* an enemy), they create a wave that hits every Panel surrounding the struck obstacle.


015 TankCan1
80 DMG
20 MB

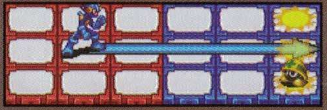
| | |
|---|---|
| A | CatackEX, Higsby CT, Ship CT, Oran CT |
| E | MrFolder, End 5 GMD, Catack, Higsby CT, Ship CT, Oran CT |
| P | Catack, Higsby CT, Ship CT, Oran CT, Order |


016 TankCan2
120 DMG
30 MB

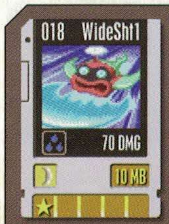
| | |
|---|---|
| B | CateenEX, Ship CT, Oran CT |
| T | Undernet 4 GMD (L2), Cateen, Ship CT, Oran CT |
| Y | Cateen, Ship CT, Oran CT, Order |


017 TankCan3
160 DMG
40 MB

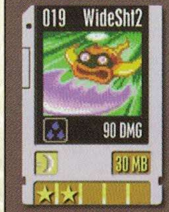
| | |
|---|---|
| F | CatpltEX, Oran CT, BT |
| M | Catpult, Oran CT, BT, Order |
| R | Catpult, Oran CT, BT |



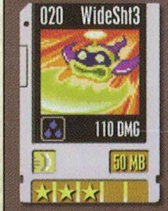
Fires a powerful cannon blast across the row. Pushes targets backwards until they hit an obstacle or the edge of the field. If the blast is uninterrupted, it causes explosions in the entire rear column, cracking those Panels.


018 WideSht1
70 DMG
10 MB

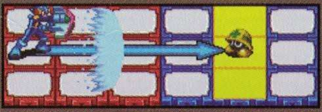
| | |
|---|---|
| L | Xfolder, ShipComp 1 GMD, LarkEX, Higsby CT, Ship CT, Oran CT |
| M | Xfolder, Lark, LarkEX, Higsby CT, Ship CT, Oran CT, Order |
| N | Xfolder, Lark, Higsby CT, Ship CT, Oran CT |


019 WideSht2
90 DMG
30 MB

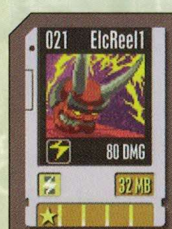
| | |
|---|---|
| E | BarkEX, Ship CT, Oran CT |
| F | Bark, BarkEX, Ship CT, Oran CT, Order |
| G | End 2 GMD (L3), Bark, Ship CT, Oran CT |


020 WideSht3
110 DMG
50 MB

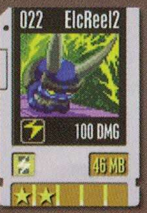
| | |
|---|---|
| S | TarkEX, Oran CT, BT |
| T | Tark, TarkEX, Oran CT, BT, Order |
| U | Undernet 2 GMD (L3), Tark, Oran CT, BT |



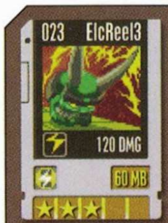
WideSht Chips fire a fast three-Panel-wide Aqua wave, covering the rows above and below MegaMan. The wave dissipates upon striking any enemy or obstacle.


021 ElcReel1
80 DMG
32 MB

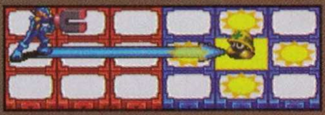
| | |
|---|---|
| C | EleogreX, Higsby CT, Ship Ct, Oran CT |
| V | Eleogre, EleogreX, Higsby CT, Ship Ct, Oran CT, Order |
| Z | Oran Gold Cloud, Eleogre, EleogreX, Higsby CT, Ship Ct, Oran CT |


022 ElcReel2
100 DMG
46 MB

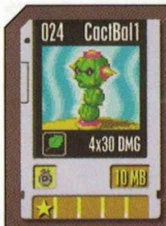
| | |
|---|---|
| B | ElehornEX, Ship CT, Oran CT |
| Q | Undernet 3 GMD (L2), Elehorn, ElehornEX, Ship CT, Oran CT, Order |
| Y | Elehorn, ElehornEX, Ship CT, Oran Ct |



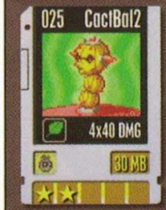
| | |
|---|---|
| E | ElegaiaEX, Oran CT, BT |
| L | Elegaia, ElegaiaEX, Oran CT, BT, Order |
| R | Elegaia, ElegaiaEX, Oran CT, BT |



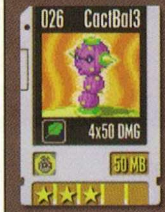
Casts an electric bolt into the enemy area. When it strikes an enemy or obstacle, the Panels above, below, and to the sides are also struck. Can hit enemies hiding in Sea Panels.



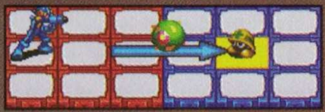
| | |
|---|---|
| H | Xfolder, CactklEX, Higsby CT, Ship CT, Oran CT |
| I | Xfolder, Cactikil, CactklEX, Higsby CT, Ship CT, Oran CT, Order |
| J | Xfolder, GargoylComp 1 GMD, Cactikil, Higsby CT, Ship CT, Oran CT |



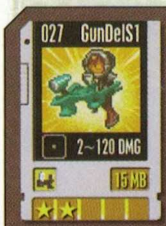
| | |
|---|---|
| Q | Liberation #4 BP, CactrollEX, Ship CT, Oran CT |
| R | ACDC 1 GMD (L3), Cactroll, CactrollEX, Ship CT, Oran CT, Order |
| S | Cactroll, Ship CT, Oran CT |



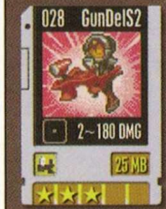
| | |
|---|---|
| L | CacterEX, Oran CT, BT |
| M | Cacter, CacterEX, Oran CT, BT, Order |
| N | Undernet 1 GMD (L3), Cacter, Oran CT, BT |



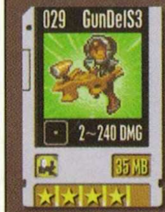
MegaMan rolls a cactus-ball two Panels ahead, which starts rolling across the row. If it connects with an enemy, it bounces against it up to four times



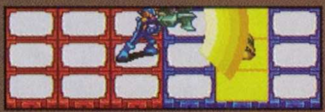
| | |
|---|---|
| A | Liberation #1 BP, SquirrelComp6 BMD, Oran 1 GMD (L2), ZT, Order |
| S | SciLab 3 GMD, ZT |
| U | ShipComp 1 GMD, ZT |
| * | End 5 GMD, ZT |



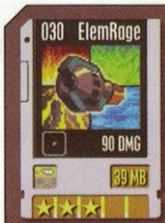
| | |
|---|---|
| G | Higsby's (8400Z), ZT, Order |
| U | GargoylComp 3 GMD, ZT |
| Y | FactoryComp 3 GMD, ZT |



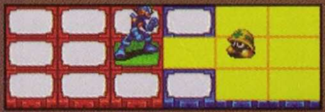
| | |
|---|---|
| D | Undernet 1~4 Battle GMD, ZT, Order |
| M | Undernet 2 GMD (L3), ZT |
| O | NT, ZT |



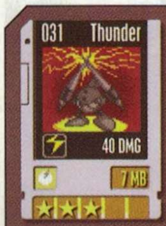
Hold the A button to project a three-Panel-wide beam of sunlight that rapidly depletes the HP of any enemy in its reach, even if they are guarded. The beam dissipates after a few short seconds; each version has a different HP drain rate. MegaMan cannot move while the beam is in effect. It also does not stun enemies at all and cannot be used by Dark MegaMan.



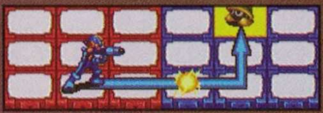
| | |
|---|---|
| E | Nebula Area 5 GMD, Oran CT, BT, Order |
| K | Higsby's (12000Z), Liberation #6 BP, Oran CT, BT |
| W | Undernet 3 GMD (L3), Oran CT, BT |



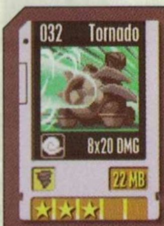
Normally projects a three-Panel-long blast of Null-Element flame. But if you're standing on a Sea, Ice, Lava, Magnet, or Grass Panel, the flame expands to take in two Panels above and below. It also takes on the Element property of the Panel you're on!



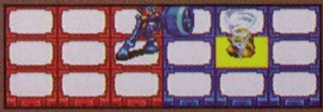
| | |
|---|---|
| B | ACDC 2 GMD, Higsby CT, Oran CT |
| L | Oran 1 Gold Cloud. Higsby CT, Oran CT |
| P | MainComp 1 BMD, ACDC 2 GMD (L2), Higsby CT, Oran CT, Order |
| * | MrFolder, Higsby's Bin (1000Z), SciLab 2 GMD, End 1 GMD (L3), Higsby CT, Oran CT |



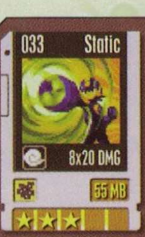
A ball of electricity that homes in on the nearest enemy, stunning them upon contact. Can cross over holes.



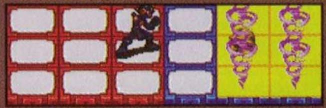
| | |
|---|---|
| D | SciLab 3 GMD, Liberation #1 BT, Higsby CT, Oran CT, BT |
| L | ACDC 2 GMD (L2), Oran 1~3 Battle GMD, Higsby CT, Oran CT, BT |
| R | AirFiltrComp BMD, Undernet 3 GMD (L3), Higsby CT, Oran CT, BT, Order |



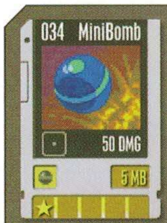
Projects a multi-hit whirlwind two Panels ahead. MegaMan cannot move while the Tornado is active.



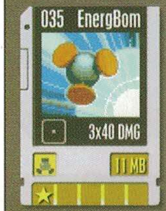
| | |
|---|---|
| N | BadFldr, Nebula Area 2 NetD (16000Z), Oran CT, BT, Order |
| S | NT (#48958798), Oran CT, BT |
| V | Undernet 1 GMD (L3), Oran CT, BT |



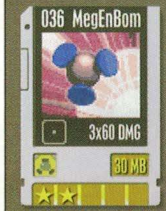
Projects multi-hit whirlwinds in the Panels ahead. Creates more whirlwinds with the number of bugs in MegaMan's system, up to six covering two full columns. Requires Dark MegaMan to use.



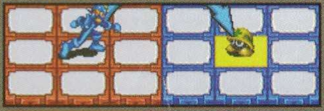
| | |
|---|---|
| B | Folder1, Higsby CT, Ship CT, Oran CT, Order |
| G | ACDC 2 GMD (L2), Higsby CT, Ship CT, Oran CT |
| L | Folder1, BnusFldr, Higsby CT, Ship CT, Oran CT |
| * | Higsby's Bin (300Z), ACDC 1 GMD, Higsby CT, Ship CT, Oran CT |



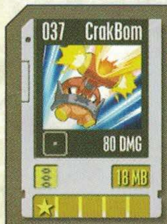
| | |
|---|---|
| E | Folder2, MainComp 2 GMD, Higsby CT, Ship CT, Oran CT, Order |
| P | Mayl's HP BMD, Oran 2 GMD, Higsby CT, Ship CT, Oran CT |
| W | ACDC 3 GMD, Higsby CT, Ship CT, Oran CT |



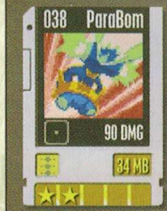
| | |
|---|---|
| C | GargoylComp 2 BMD, End 1 GMD (L2), Oran CT, BT, Order |
| K | SciLab 2 GMD (L2), Liberation #3 BP, Oran CT, BT |
| Z | FactoryComp 4 GMD, Oran CT, BT |



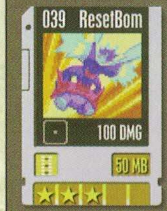
MegaMan throws a bomb three Panels ahead. Energy-type Bombs explode multiple times; Full Synchro and Atk+ bonuses are applied to all hits.



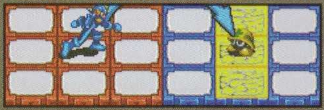
| | |
|---|---|
| C | BugtankEX, Higsby CT, Ship CT, Oran CT |
| R | Oran 1 GMD, Bugtank, Higsby CT, Ship CT, Oran CT |
| V | Bugtank, Higsby CT, Ship CT, Oran CT, Order |
| * | BugtankEX, Higsby CT, Ship CT, Oran CT |



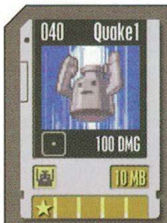
| | |
|---|---|
| H | Liberation #3 IP, Bugtank2EX, Ship CT, Oran CT |
| N | Undernet 4 GMD (L2), Bugtank2, Bugtank2EX, Ship CT, Oran CT |
| P | Bugtank2, Bugtank2EX, Ship CT, Oran CT, Order |



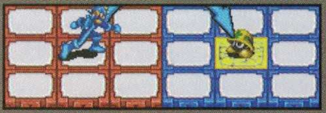
| | |
|---|---|
| D | Bugtank3EX, Oran CT, BT |
| I | Liberation #8 IP, Bugtank3, Oran CT, BT |
| O | Bugtank3, Oran CT, BT, Order |



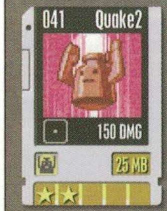
MegaMan hurls a Bomb three Panels ahead. The explosion also covers the Panels above and below. CrakBom cracks all three Panels, ParaBomb stuns enemies in the explosion, and ResetBom cancels out Navi Customizer programs in the target, making it best for use in Linked NetBattles.



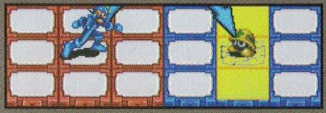
| | |
|---|---|
| A | Oran 1 BMD, Powie, PowieEX, Higsby CT, Ship CT, Oran CT |
| K | DrillComp 2 GMD, Powie, Higsby CT, Ship CT, Oran CT, Order |
| P | Powie, Higsby CT, Ship CT, Oran CT |



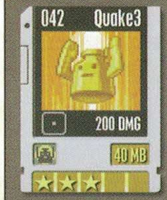
MegaMan hurls a Powie Virus three Panels ahead. The target Panel is cracked, whether or not there is an enemy on it.



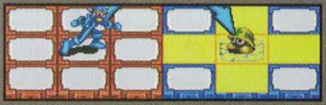
| | |
|---|---|
| B | Liberation #2 BP, Powie2, Powie2EX, Ship CT, Oran CT |
| L | End 2 GMD (L2), Powie2, Powie2EX, Ship CT, Oran CT, Order |
| Y | Powie2, Powie2EX, Ship CT, Oran CT |



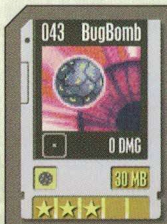
MegaMan hurls a Powie2 Virus three Panels ahead, which causes a cross-shaped explosion, striking the Panels above and below. The target Panel is cracked, whether or not there is enemy on it.



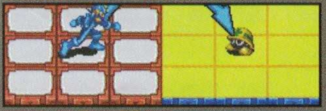
| | |
|---|---|
| F | Powie3EX, Oran CT, BT |
| H | Undernet 3 GMD (L3), Powie3, Oran CT, BT, Order |
| N | Powie3, Oran CT, BT |



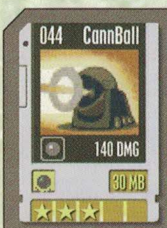
MegaMan hurls a Powie3 Virus three Panels ahead, which causes a cross-shaped explosion striking all four adjacent Panels. The target Panel is cracked, whether or not there is enemy on it.



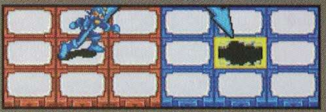
| | |
|---|---|
| A | Undernet 1 GMD (L3), Ship CT, Oran CT, BT |
| R | Nebula Area 2 NetD (10000Z), ACDC 3 GMD (L3), Ship CT, Oran CT, BT |
| T | BadFldr, End 1 GMD (L3), Ship CT, Oran CT, BT, Order |
| * | Ship CT, Oran CT, BT |



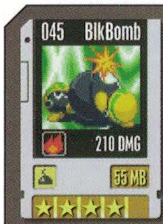
MegaMan hurls a BugBomb three Panels ahead. Upon striking an enemy, it also hits all surrounding Panels, causing random bugs in their programming.



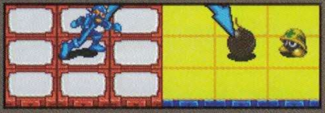
| | |
|---|---|
| C | Yai's HP PMD, Oran CT, BT |
| T | GargoylComp 3 GMD, Oran CT, BT, Order |
| Z | Oran 2 GMD (L2), Oran CT, BT |
| * | End 2 GMD (L2), Oran CT, BT |



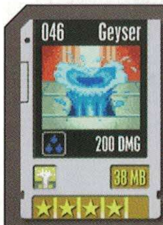
MegaMan hurls a Cannonball three Panels ahead. Breaks the target Panel if it is empty, but only cracks the Panel if it hits an enemy.



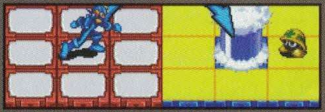
| | |
|---|---|
| L | Nebula Area 4 GMD, Oran CT, BT |
| R | ACDC 2 PMD, Oran CT, BT |
| Z | SciLab 4 GMD (L3), Oran CT, BT, Order |



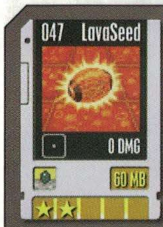
MegaMan hurls a 100HP BlkBomb three Panels ahead. If the Bomb lands on an empty Panel, it stays and forms an obstacle. If hit by any fire attack, it explodes and hits all surrounding Panels.



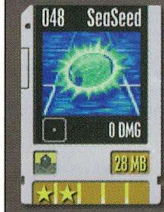
| | |
|---|---|
| G | Liberation #4 BP, Nebula Area 4 GMD, Oran CT, BT |
| M | SciLab 1 PMD, Oran CT, BT, Order |
| S | End 3 (L3), Oran CT, BT |



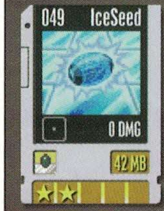
MegaMan hurls a water-bomb three Panels ahead. If the bomb lands in a hole, a geyser bursts up and strikes all surrounding Panels. The bomb only does 10 points of damage if it lands directly on an enemy.



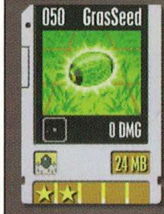
| | |
|---|---|
| H | Nebula Area 1 GMD, Higsby CT, Ship CT, Oran CT |
| K | Oran 2 GMD (L3), Higsby CT, Ship CT, Oran CT, Order |
| P | SciLab 3 BugD (26 Frags), Higsby CT, Ship CT, Oran CT |



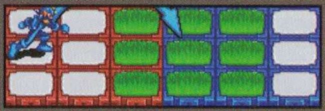
| | |
|---|---|
| D | End 1 GMD, Higsby CT, Ship CT, Oran CT, Order |
| J | FactoryComp 1 GMD, Higsby CT, Ship CT, Oran CT |
| M | End 2 GMD (L2), Higsby CT, Ship CT, Oran CT |
| * | MrFolder, TerminalComp BMD, End 2 GMD (L3), Higsby CT, Ship CT, Oran CT |



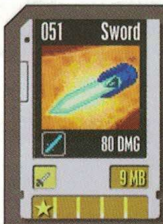
| | |
|---|---|
| A | Higsby's (7300Z), Higsby CT, Ship CT, Oran CT, Order |
| K | SciLab 2 GMD (L2), Higsby CT, Ship CT, Oran CT |
| Q | Higsby CT, Ship CT, Oran CT |
| * | MrFolder, Nebula Area 4 GMD, Higsby CT, Ship CT, Oran CT |



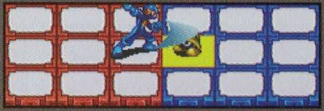
| | |
|---|---|
| A | Ship Comp 2 BMD, SciLab 3 GMD (L3), Higsby CT, Ship CT, Oran CT |
| M | Oran 1 GMD (L2), Higsby CT, Ship CT, Oran CT |
| W | GargoylComp 2 GMD, Higsby CT, Ship CT, Oran CT, Order |
| * | MrFolder, End 4 GMD (L2), Higsby CT, Ship CT, Oran CT |



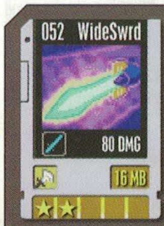
MegaMan hurls a seed three Panels ahead. If the seed lands in an open Panel, it changes the target and all surrounding Panels into the matching Panel type. Only does 10 points of damage if it lands on an enemy or obstacle.



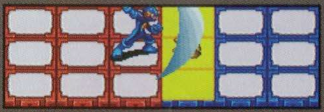
| | |
|---|---|
| C | ShipComp 1 GMD, Higsby CT, Ship CT, Oran CT |
| L | DrillComp 2 GMD, Higsby CT, Ship CT, Oran CT |
| S | Folder1, Folder2, BnusFldr, Higsby CT, Ship CT, Oran CT, Order |



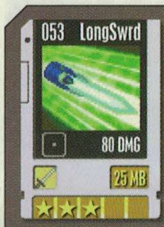
MegaMan slices the Panel in front of him with an energy sword. Best coupled with an AreaGrab in order to reach enemies normally out of range.



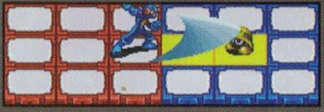
| | |
|---|---|
| K | ACDC 1 GMD, Higsby CT, Ship CT, Oran CT |
| S | Folder1, Folder2, BnusFldr, DrillComp 1 GMD, Higsby CT, Ship CT, Oran CT, Order |
| Z | MainComp 1 GMD, Higsby CT, Ship CT, Oran CT |



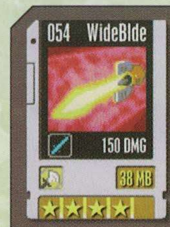
MegaMan slices the column ahead of him with an energy sword, striking three vertical Panels simultaneously. Good for hitting stationary enemies while staying out of their attack range.



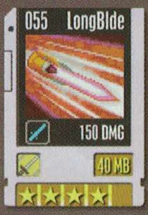
| | |
|---|---|
| C | ACDC 2 NetD (6000Z), MainComp 2 GMD, Higsby CT, Ship CT, Oran CT |
| M | Oran 2 GMD, Higsby CT, Ship CT, Oran CT |
| S | Folder2, DrillComp 4 BMD, End 1 GMD, Higsby CT, Ship CT, Oran CT, Order |



MegaMan slices the two Panels in front of him with an energy sword. Both Panels are hit simultaneously, so enemies hiding behind something are also struck.

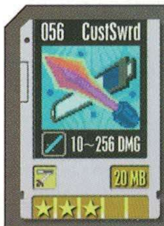


| | |
|---|---|
| A | SciLab 1~4 Battle GMD, Liberation #3 BP, Oran CT, BT |
| L | FactoryComp 2 GMD, Oran CT, BT, Order |
| V | End 1 NetD (10000Z), End 2 GMD (L3), Oran CT, BT |

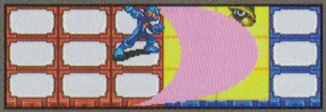


| | |
|---|---|
| E | SciLab 1~4 Battle GMD, Oran CT, BT |
| L | Undernet 3 NetD (9800Z), Nebula Area 1 GMD, Oran CT, BT, Order |
| P | Liberation #5 BP, End 3 GMD (L2), Oran CT, BT |

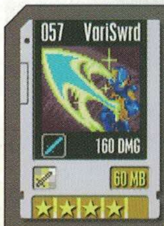
Stronger versions of the WideSwrd and LongSwrd Chips, with the same attack ranges. They can also be used with the Sword Chip to activate the LifeSwrd Program Advance instead of the weaker versions.



| | |
|---|---|
| E | ACDC 2 NetD (6800Z), Higsby CT, Oran CT |
| L | ShipComp 2 GMD, GargoylComp 1 GMD, Higsby CT, Oran CT, Order |
| R | Undernet 1 GMD (L2), Undernet 2 GMD, Higsby CT, Oran CT |

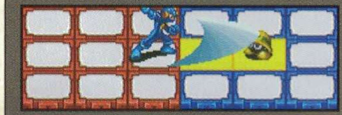


MegaMan slashes through two full columns with an energy sword. The sword's attack power is determined by how full the Custom Gauge is. Does no damage if the gauge fills completely.

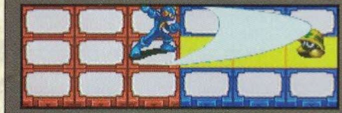


| | |
|---|---|
| B | Nebula Area 2 GMD, Oran CT, BT |
| C | SciLab 1 GMD (L2), Oran CT, BT, Order |
| V | End 4 PMD, Oran CT, BT |

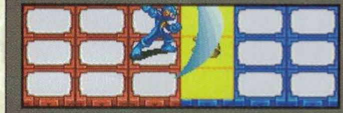
This Sword only strikes the Panel in front of MegaMan normally. But by holding down the A button and inputting certain crosspad/button combos before releasing the button, the Sword can unleash a variety of powerful attacks.



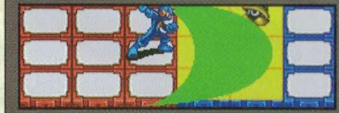
**LongSword (A + ↓↘→):** MegaMan slices through two Panels in front of him.



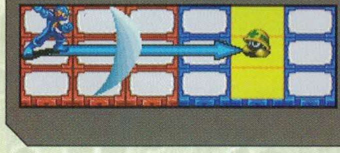
**FighterSword (A + ←↙↓↘→):** MegaMan slices through three Panels in front of him.



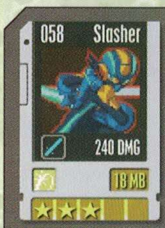
**WideSword (A +↑→↓):** MegaMan slices through the entire column in front of him.



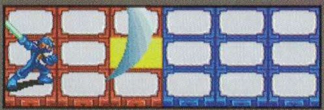
**LifeSword (A + ←↖↑↗→):** MegaMan slices through two full columns in front of him.



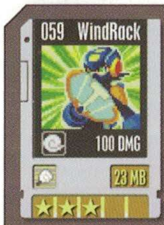
**Sonic Boom (A + ← B → B):** MegaMan throws a three-Panel-wide sonic wave across the field that behaves like a WideSht attack.



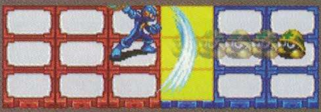
| | |
|---|---|
| B | Oran 2 GMD (L2), Higsby CT, Ship CT, Oran CT, BT |
| I | Liberation #7 IP, End 2 GMD (L3), Higsby CT, Ship CT, Oran CT, BT, Order |
| R | GargoylComp 3 BMD, Higsby CT, Ship CT, Oran CT, BT |



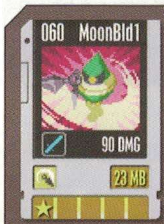
By pressing and holding the A button, MegaMan holds back a sword slash that automatically slices any enemy that enters his side of the field, no matter how far away they are.



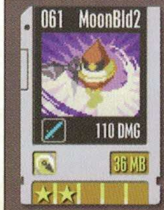
| | |
|---|---|
| B | SciLab 3 BugD (12 Frags), SciLab 3 GMD (L2), Higsby CT, Oran CT |
| F | Liberation #4 BP, FactoryComp 1 GMD, Higsby CT, Oran CT |
| J | End 5 GMD, Higsby CT, Oran CT, Order |
| * | SciLab 3 GMD (L3), Higsby CT, Oran CT |



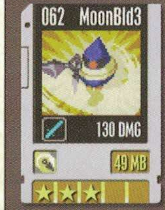
MegaMan slashes through the column ahead, like with the WideSwrd. Any enemy struck by the racket is hurled back to the farthest open Panel in the row.



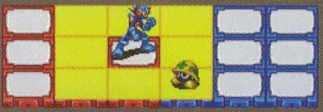
| | |
|---|---|
| E | MrFolder, Undernet 1 GMD, NinJoyEX, Higsby CT, Ship CT, Oran CT, Order |
| N | BadFldr, NinJoy, Higsby CT, Ship CT, Oran CT |
| Z | NinJoy, Higsby CT, Ship CT, Oran CT |



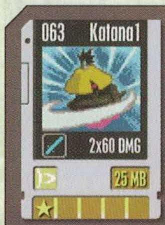
| | |
|---|---|
| G | ACDC 3 GMD (L3), NinkyEX, Ship CT, Oran CT, Order |
| O | Ninky, Ship CT, OT |
| V | Ninky, Ship CT, Oran CT |



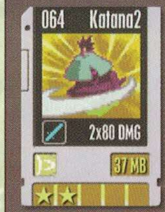
| | |
|---|---|
| C | NinJoeEX, Oran CT, BT, Order |
| L | Liberation #8 BP, NinJoe, Oran CT, BT |
| T | NinJoe, Oran CT, BT |



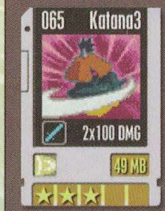
MegaMan attacks all surrounding Panels with a MoonBld slash. Since it also hits to the sides and behind him, it's good for attacking enemies that sneak into his side of the field.



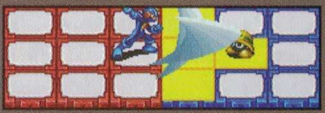
| | |
|---|---|
| D | ZomonEX, Higsby CT, Ship CT, Oran CT |
| H | Undernet 1 GMD, Zomon, ZomonEX, Higsby CT, Ship CT, Oran CT, Order |
| S | Zomon, Higsby CT, Ship CT, Oran CT |



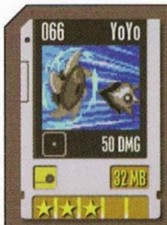
| | |
|---|---|
| B | ZemonEX, Ship CT, Oran CT |
| R | End 4 GMD (L3), Zeimon, Ship CT, Oran CT |
| W | Zemon, Ship CT, Oran CT, Order |



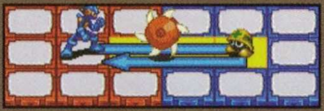
| | |
|---|---|
| A | ZymonEX, Oran CT, BT |
| J | Zymon, Oran CT, BT |
| Z | Liberation #9 IP, Zymon, Oran CT, BT, Order |



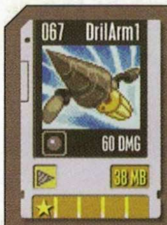
MegaMan performs a double sword-slash, first with a WideSwrd-style attack, the LongSwrd. Full Synchro & Atk+ bonuses are applied to both slashes.


066
YoYo
50 DMG
32 MB

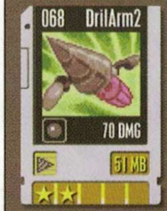
| | |
|---|---|
| D | MrFolder, Higsby's (5800Z), SciLab 4 GMD (L3), Undernet 3 GMD, Higsby CT, Oran CT |
| E | MrFolder, ACDC 1 GMD (L3), End 2 GMD, Liberation #4 BP, Higsby CT, Oran CT, Order |
| F | MrFolder, End 5 GMD, Undernet 1 GMD (L3), Higsby CT, Oran CT |



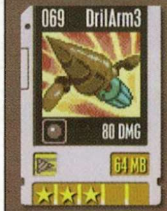
Hurls a bladed YoYo three Panels ahead, which returns to him after a few seconds. Strikes the third Panel three times, the other two hit twice each. Pierces through obstacles and enemies. MegaMan cannot move while the YoYo is out.


067
DrilArm1
60 DMG
38 MB

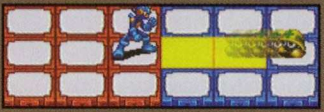
| | |
|---|---|
| A | DrixolEX, Higsby CT, Ship CT, Oran CT |
| J | BadFldr, DrillComp 4 GMD, Drixol, Higsby CT, Ship CT, Oran CT |
| W | Drixol, Higsby CT, Ship CT, Oran CT, Order |


068
DrilArm2
70 DMG
51 MB

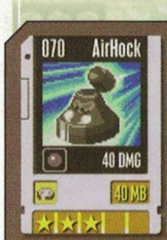
| | |
|---|---|
| D | DrixorEX, Ship CT, Oran CT |
| L | End 4 GMD (L2), Liberation #5 BP, Drixor, Ship CT, Oran CT |
| S | Drixor, Ship CT, Oran CT, Order |


069
DrilArm3
80 DMG
64 MB

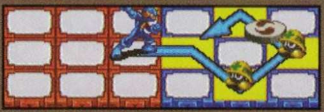
| | |
|---|---|
| I | DrixaEX, Oran CT, BT |
| P | End 3 GMD (L3), Drixa, Oran CT, BT |
| Z | Drixa, Oran CT, BT, Order |



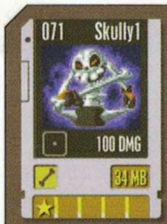
MegaMan thrusts a large drill forward, striking the two Panels ahead of him. Enemies hit by the drill are forced back one Panel. Enemies in the first Panel are hit twice as they are forced into the second target Panel.


070
AirHock
40 DMG
40 MB

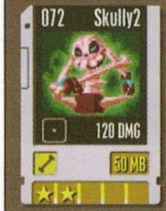
| | |
|---|---|
| Q | SciLab 1 GMD (L2), SciLab2 GMD, Oran CT |
| R | SciLab 4 GMD, Liberation #2 IP, Oran CT, Order |
| S | ShipComp 3 GMD, Oran 1~3 Battle GMD, Oran CT |



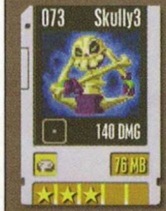
Launches a rebounding air hockey puck into the enemy field that bounces off the area borders, smashing through enemies and obstacles.


071
Skully1
100 DMG
34 MB

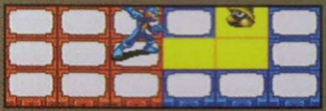
| | |
|---|---|
| C | SkarabEX, Higsby CT, Ship CT, Oran CT, Order |
| K | FactoryComp 3 GMD, Skarab, Higsby CT, Ship CT, Oran CT |
| S | Skarab, Higsby CT, Ship CT, Oran CT |


072
Skully2
120 DMG
50 MB

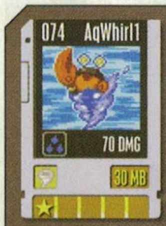
| | |
|---|---|
| A | SkarryEX, Ship CT, Oran CT, Order |
| H | SciLab 2 GMD (L2), Skarry, Ship CT, Oran CT |
| V | Skarry, Ship CT, Oran CT |


073
Skully3
140 DMG
76 MB

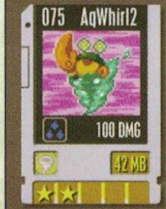
| | |
|---|---|
| G | SkellyEX, Oran CT, BT |
| N | Skelly, Oran CT, BT, Order |
| U | Skelly, Oran CT, BT |



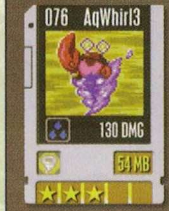
Throws a slow-moving bone that seeks out the nearest enemy, confusing it on contact. However, the bone can only travel up to three Panels.


074
AqWhirl1
70 DMG
30 MB

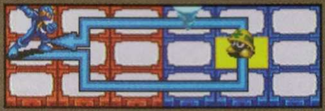
| | |
|---|---|
| B | WhirlyEX, Higsby CT, Ship CT, Oran CT, Order |
| F | End 2 GMD, Whirly, WhirlyEX, Higsby CT, Ship CT, Oran CT |
| N | Whirly, WhirlyEX, Higsby CT, Ship CT, Oran CT |


075
AqWhirl2
100 DMG
42 MB

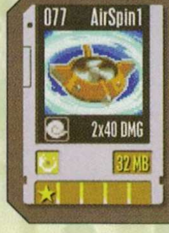
| | |
|---|---|
| A | SciLab 3 GMD (L3), SwirlyEX, Ship CT, Oran CT, Order |
| H | Swirly, SwirlyEX, Ship CT, Oran CT |
| O | Liberation #4 IP, Swirly, SwirlyEX, Ship CT, Oran CT |


076
AqWhirl3
130 DMG
54 MB

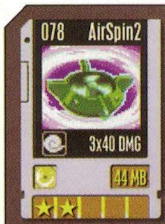
| | |
|---|---|
| D | SpiralyEX, Oran CT, BT, Order |
| I | Spiraly, SpiralyEX, Oran CT, BT |
| R | Spiraly, SpiralyEX, Oran CT, BT |



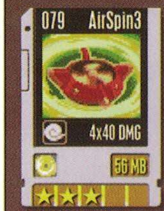
MegaMan throws a whirlpool that boomerangs through the enemy area, homing in on the closest enemy. When it strikes an enemy or obstacle, the Panel they're on becomes a Sea Panel.


077
AirSpin1
2x40 DMG
32 MB

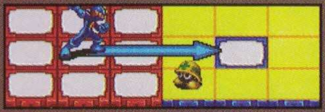
| | |
|---|---|
| C | Undernet 1 GMD, Higsby CT, Ship CT, Oran CT |
| E | Oran 1 NetD (3400Z), Oran 3 GMD, Higsby CT, Ship CT, Oran CT |
| O | ShipComp 3 GMD, Higsby CT, Ship CT, Oran CT, Order |


078 AirSpin2
3x40 DMG
44 MB

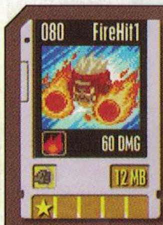
| | |
|---|---|
| B | WindGodComp BMD, SciLab 2 GMD (L3), Ship CT, Oran CT |
| H | ACDC 2 GMD (L2), Ship CT, Oran CT |
| W | SciLab 2 GMD (L2), Ship CT, Oran CT, Order |


079 AirSpin3
4x40 DMG
56 MB

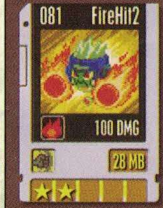
| | |
|---|---|
| A | Nebula Area 6 GMD, Oran CT, BT |
| G | Liberation #8 BP, End 5 GMD (L3), Oran CT, BT |
| J | Undernet 2 GMD (L3), Oran CT, BT, Order |



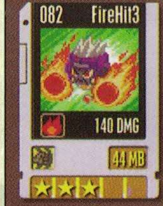
Throws a wind machine across the row that stops before colliding with enemies or obstacles. Once it stops, it strikes all surrounding Panels with multiple vacuum waves. If the AirSpin makes it to the edge of the battlefield without hitting anything, it only creates the wave in the rightmost column.


080 FireHit1
60 DMG
12 MB

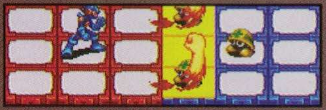
| | |
|---|---|
| O | DrillComp 3 GMD, ChampyEX, Higsby CT, Ship CT, Oran CT |
| P | Champy, ChampyEX, Higsby CT, Ship CT, Oran CT, Order |
| Q | Champy, Higsby CT, Ship CT, Oran CT |


081 FireHit2
100 DMG
28 MB

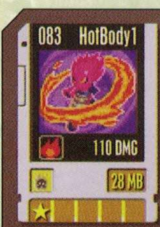
| | |
|---|---|
| H | ChumpyEX, Ship CT, Oran CT |
| I | Liberation #3 BP, End 3 GMD (L2), Chumpy, Ship CT, Oran CT, Order |
| J | Chumpy, ChumpyEX, Ship CT, Oran CT |


082 FireHit3
140 DMG
44 MB

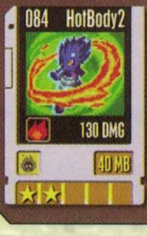
| | |
|---|---|
| E | ChimpyEX, Oran CT, BT |
| F | Chimpy, Oran CT, BT, Order |
| G | Chimpy, ChimpyEX, Oran CT, BT |



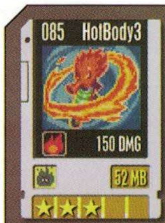
Flaming punches attack the first column with enemies in it, up to three columns ahead. There is a slight delay before the punch, so fast enemies may be able to avoid the attack.


083 HotBody1
110 DMG
28 MB

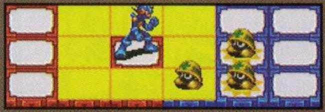
| | |
|---|---|
| A | FactoryComp 4 GMD, DragginEX, Higsby CT, Ship CT, Oran CT |
| F | MrFolder, Draggin, Higsby CT, Ship CT, Oran CT, Order |
| P | Draggin, Higsby CT, Ship CT, Oran CT |


084 HotBody2
130 DMG
40 MB

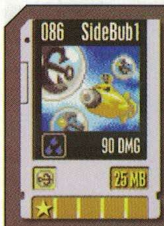
| | |
|---|---|
| C | DragletEX, Ship CT, Oran CT |
| R | Oran 1 GMD (L3), Draglet, Ship CT, Oran CT, Order |
| W | Draglet, Ship CT, Oran CT |


085 HotBody3
150 DMG
52 MB

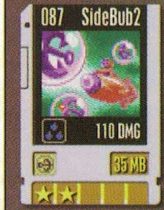
| | |
|---|---|
| J | Liberation #7 IP, DraggyEX, Oran CT, BT |
| M | Draggy, Oran CT, BT, Order |
| S | Draggy, Oran CT, BT |



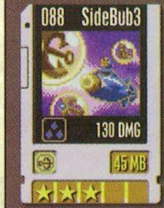
MegaMan is wreathed in flame, damaging all enemies in the surrounding Panels. The fire also spreads to any enemies in Panels touching the already-enflamed enemies.


086 SideBub1
90 DMG
25 MB

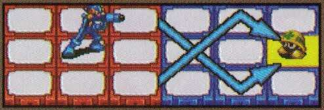
| | |
|---|---|
| D | MarinaEX, Higsby CT, Ship CT, Oran CT |
| Q | Marina, Higsby CT, Ship CT, Oran CT |
| S | Marina, GargoylComp 2 GMD, Marina, Higsby CT, Ship CT, Oran CT, Order |


087 SideBub2
110 DMG
35 MB

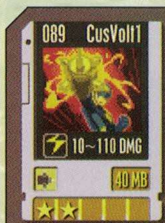
| | |
|---|---|
| H | MarinerEX, Ship CT, Oran CT |
| L | Mainer, Ship CT, Oran CT |
| W | Mainer, Undernet 1 GMD (L2), Ship CT, Oran CT, Order |


088 SideBub3
130 DMG
45 MB

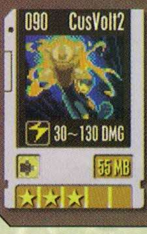
| | |
|---|---|
| E | MarineEX, Oran CT, BT |
| N | Marinee, Oran CT, BT |
| P | Marinee, Oran CT, BT, Order |



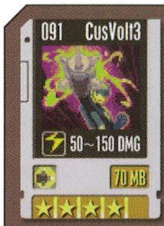
Fires two anchors surrounded by bubbles. The bubbles move forward diagonally, bouncing off the top and bottom edges of the field similar to the AirHoc Chip.


089 CusVolt1
10~110 DMG
40 MB

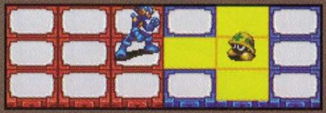
| | |
|---|---|
| A | Xfolder, Oran 3 GMD, Higsby CT, Ship CT, Oran CT |
| V | End 3 GMD, Higsby CT, Ship CT, Oran CT, Order |
| Y | ShipComp 2 GMD, Higsby CT, Ship CT, Oran CT |


090 CusVolt2
30~130 DMG
55 MB

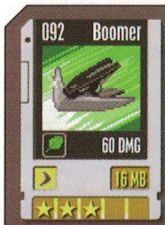
| | |
|---|---|
| C | SciLab 3 GMD (L2), Ship CT, Oran CT |
| E | End 2 GMD (L2), Liberation #7 IP, Ship CT, Oran CT, Order |
| G | MrFolder, Undernet 2 GMD (L2), Ship CT, Oran CT |


091 CusVolt3
50~150 DMG
70 MB

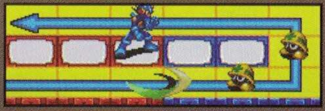
| | |
|---|---|
| G | NT, Oran CT, BT |
| M | Oran 3 GMD (L3), Oran CT, BT, Order |
| P | Nebula Area 6 GMD, Liberation #9 BP, Oran CT, BT |



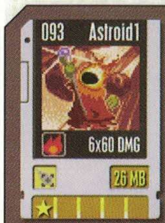
Releases an electric shock in a T-shaped pattern in front of MegaMan. The attack gains extra power according to how full the Custom Gauge is: 1 point per percentage of the Gauge, for up to 100 extra points of damage. Like the CustSwrd, if the Gauge fills completely, the attack gains no bonus power and does only normal damage.


092 Boomer
60 DMG
16 MB

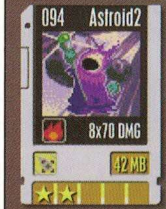
| | |
|---|---|
| A | End 3 GMD, SciLab 3 GMD (L3), Higsby CT, Oran CT |
| L | SciLab 1 GMD, End 3 GMD (L3), Higsby CT, Oran CT |
| V | Oran 2 GMD, Liberation #1 BP, Higsby CT, Oran CT, Order |
| * | Higsby's Bin (5000Z), Higsby CT, Oran CT |



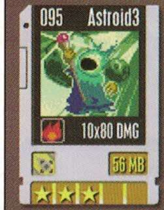
A Wood Boomerang slices through the outer Panels of the field. Pierces through enemies and obstacles. Doubled with a well-placed DublCrak, leaves enemies no room to run.


093 Astroid1
6x60 DMG
26 MB

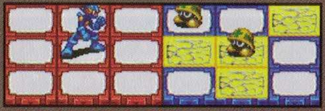
| | |
|---|---|
| A | GargoylComp 3 GMD, MetFirEX, Higsby CT, Ship CT, Oran CT, Order |
| Q | MetFire, Higsby CT, Ship CT, Oran CT |
| T | MetFire, Higsby CT, Ship CT, Oran CT |


094 Astroid2
8x70 DMG
42 MB

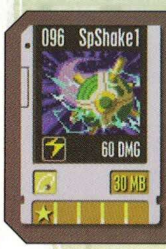
| | |
|---|---|
| E | Liberation #7 IP, FulFirEX, Ship CT, Oran CT, Order |
| M | Undernet 2 GMD (L2), FulFire, Ship CT, Oran CT |
| U | FulFire, Ship CT, Oran CT |


095 Astroid3
10x80 DMG
56 MB

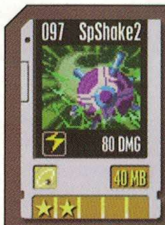
| | |
|---|---|
| C | DthFirEX, Oran CT, BT |
| P | End 5 GMD (L3), DthFire, Oran CT, BT |
| Y | DthFire, Oran CT, BT, Order |



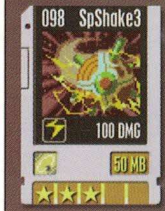
A shower of Asteroids strikes random Panels in the enemy field. The Asteroids crack all Panels they hit, even if the Panel has an enemy in it.


096 SpShake1
60 DMG
30 MB

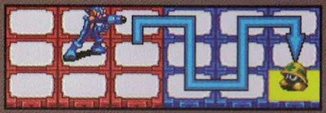
| | |
|---|---|
| G | ShakeyEX, Higsby CT, Ship CT, Oran CT |
| H | Undernet 2 GMD, Shakey, ShakeyEX, Higsby CT, Ship CT, Oran CT Order |
| I | Shakey, Higsby CT, Ship CT, Oran CT |


097 SpShake2
80 DMG
40 MB

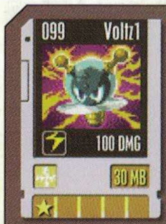
| | |
|---|---|
| B | ShakerEX, Ship CT, Oran CT |
| C | Oran 3 GMD (L3), Liberation #6 IP, Shaker, Ship CT, Oran CT, Order |
| D | Shaker, ShakerEX, Ship CT, Oran CT |


098 SpShake3
100 DMG
50 MB

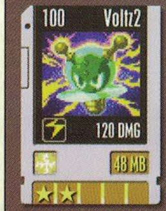
| | |
|---|---|
| S | ShakkyEX, Oran CT, BT |
| T | Shakky, Oran CT, BT, Order |
| U | Shakky, ShakkyEX, Oran CT, BT |



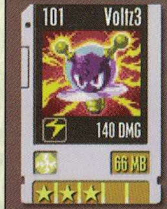
MegaMan unleashes a Shakey Virus onto the field, which flies forward in a wave pattern. The attack is slow, but ultimately covers every Panel ahead, making it very effective against immobile enemies or those that can only move vertically. Also good in Linked NetBattles as a distraction move, setting them up for other attacks.


099 Voltz1
100 DMG
30 MB

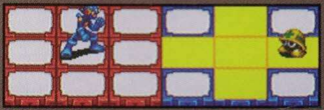
| | |
|---|---|
| K | ACDC 1 GMD (L2), Flashy, FlashyEX, Higsby CT, Ship CT, Oran CT |
| O | Flashy, Higsby CT, Ship CT, Oran CT |
| Y | FlashyEX, Higsby CT, Ship CT, Oran CT, Order |


100 Voltz2
120 DMG
48 MB

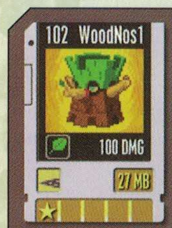
| | |
|---|---|
| J | Flashor, Ship CT, Oran CT, Order |
| U | SciLab 2 GMD (L3), FlashrEX, Ship CT, Oran CT |
| Z | Flashor, Ship CT, Oran CT |


101 Voltz3
140 DMG
66 MB

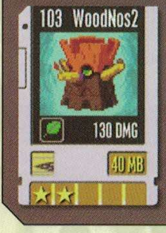
| | |
|---|---|
| A | Liberation #8 BP, FlashltEX, Oran CT, BT |
| H | Flashlit, Oran CT, BT |
| V | Flashlit, Oran CT, BT, Order |



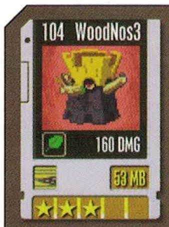
A Flashy Virus appears three Panels ahead of MegaMan, even if the Panel is occupied, and creates a cross of electricity that attacks the Panels above, below, and to the sides. Can strike enemies hiding inside Sea Panels.


102 WoodNos1
100 DMG
27 MB

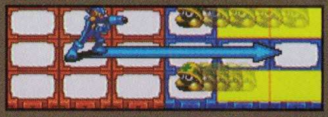
| | |
|---|---|
| F | FactoryComp 4 GMD, WuNoteEX, Higsby CT, Ship CT, Oran CT, Order |
| R | WuNote, Higsby CT, Ship CT, Oran CT |
| W | WuNote, Higsby CT, Ship CT, Oran CT |


103 WoodNos2
130 DMG
40 MB

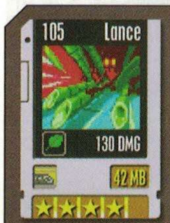
| | |
|---|---|
| J | WuLongEX, Ship CT, Oran CT, Order |
| T | WuLong, Ship CT, Oran CT |
| Z | SciLab 1 GMD (L3), WuLong, Ship CT, Oran CT |



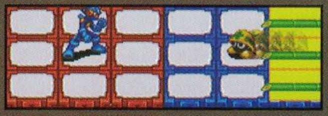
| | |
|---|---|
| I | WuMaxEX, Oran CT, BT, Order |
| S | WuMax, Oran CT, BT |
| V | WuMax, Oran CT, BT |



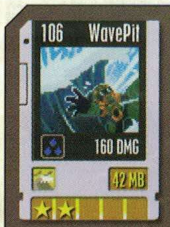
MegaMan fires a seed across the field that only does 10 damage if it hits an enemy. However, if the seed makes it to the last column, two wooden spears strike the rows above and below, pushing struck enemies as far forward as possible.



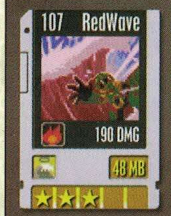
| | |
|---|---|
| C | MrFolder, WineCaseComp PMD, Oran CT, BT |
| L | ACDC 3 GMD (L2), Oran CT, BT, Order |
| R | Undernet 2 GMD (L2), Oran CT, BT |
| * | Nebula Area 4 GMD, Liberation #6 BP, Oran CT, BT |



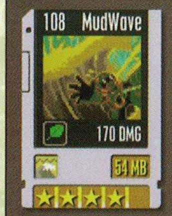
Bamboo lances stab into all Panels of the rear enemy column. Enemies and obstacles struck by the lances are pushed forward one Panel.



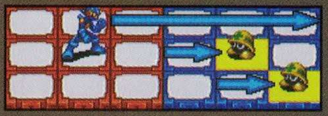
| | |
|---|---|
| B | SciLab 3 GMD, Oran CT, Order |
| E | Undernet 3 GMD, Liberation #5 BP, Oran CT |
| Z | Oran CT |



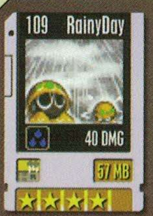
| | |
|---|---|
| A | FactoryComp 3 BMD, Oran 2 GMD (L2), Oran CT, Order |
| F | End 3 GMD (L2), Oran CT |
| H | SciLab 1 GMD (L3), Oran CT |



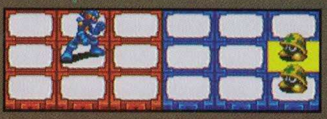
| | |
|---|---|
| D | ExpServComp PMD, Nebula Area 6 GMD, Oran CT, BT, Order |
| N | End4 GMD (L3), Oran CT, BT |
| W | Undernet 4 GMD (L3), Liberation #7 BP, Oran CT, BT |



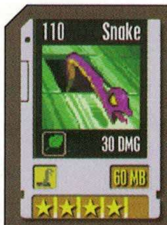
Waves appear from certain Panel types, moving forward across the rows. PitWave requires Sea Panels, RedWave requires Lava Panels, and MudWave requires Grass Panels. The waves are stopped by holes.



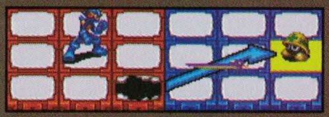
| | |
|---|---|
| B | Nebula Area 2 GMD, Higsby CT, Oran CT, BT |
| G | End 3 PMD, Higsby CT, Oran CT, BT, Order |
| L | Undernet 3 GMD (L3), Higsby CT, Oran CT, BT |



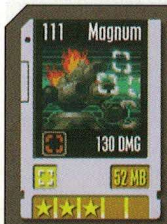
A raincloud appears over a single enemy and attacks for 40 damage. Normally only strikes once, but it gains extra attacks for every Sea Panel on your side of the field. This move sacrifices all of your Sea Panels.



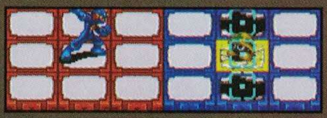
| | |
|---|---|
| C | Oran 1~3 Battle GMD, Oran CT, BT |
| M | Oran 1 PMD, Oran CT, BT, Order |
| Z | Nebula Area 5 GMD, Liberation #2 BP, Oran CT, BT |



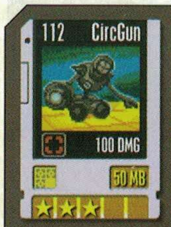
If there are any holes in MegaMan's side of the field, each one releases a snake that rockets across the field, striking the closest enemy.



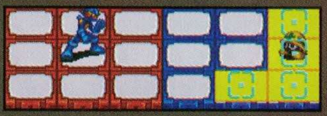
| | |
|---|---|
| E | Nebula Area 1 GMD, Oran CT, BT |
| O | SciLab 4 GMD (L2), Oran CT, BT |
| V | SciLab 4 BMD, Oran CT, BT, Order |



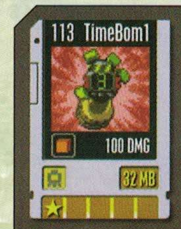
A trio of targeting reticules moves across the enemy field. Pressing the A button stops the reticules, and the column it stops on is shot. Holes appear in empty Panels, while Panels with enemies inside are cracked.



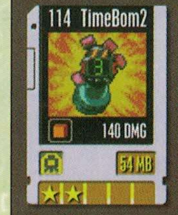
| | |
|---|---|
| A | FactoryComp 3 GMD, Oran CT, BT, Order |
| C | Oran 1 NetD (8200Z), Oran CT, BT |
| F | GargoylComp 2 GMD, Oran CT, BT |



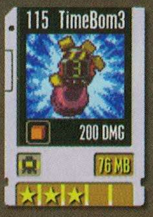
A targeting reticule circles the outer enemy area. Press A to stop the reticule and fire; the target Panel and the next three in the path are attacked.



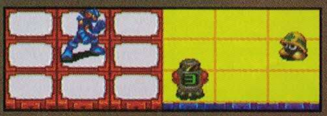
| | |
|---|---|
| H | HandiEX, Higsby CT, Ship CT, Oran CT |
| N | SciLab 4 GMD, Handi, HandiEX, Higsby CT, Ship CT, Oran CT, Order |
| T | Liberation #2 BP, Handi, HandiEX, Higsby CT, Ship CT, Oran CT |



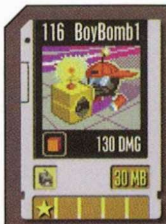
| | |
|---|---|
| D | Hando, HandoEX, Ship CT, Oran CT, Order |
| H | End 4 GMD (L2), HandoEX, Ship CT, Oran CT |
| Z | Handi, HandoEX, Ship CT, Oran CT |



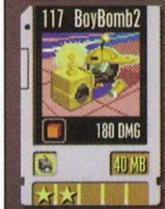
| | |
|---|---|
| F | Handum, Oran CT, BT |
| H | HandumEX, Oran CT, BT, Order |
| S | Liberation #8 BP, Handum, Oran CT, BT |



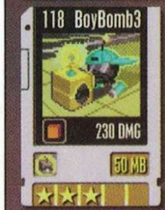
A 50HP time bomb is placed in a random Panel of the closest enemy column. The timer explodes when it reaches zero, damaging the entire enemy area.


116 BoyBomb1
130 DMG
30 MB

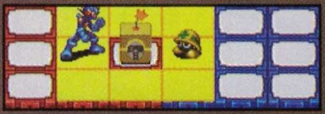
| | |
|---|---|
| C | BomBoyEX, Higsby CT, Ship CT, Oran CT, Order |
| F | BomBoy, Higsby CT, Ship CT, Oran CT |
| S | Undernet 4 GMD, BomBoy, Higsby CT, Ship CT, Oran CT |


117 BoyBomb2
180 DMG
40 MB

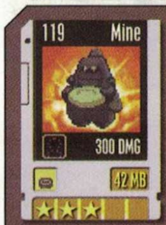
| | |
|---|---|
| H | Undernet 2 (L2), BomByEX, Ship CT, Oran CT, Order |
| P | BomBy, Ship CT, Oran CT |
| W | BomBy, Ship CT, Oran CT |


118 BoyBomb3
230 DMG
50 MB

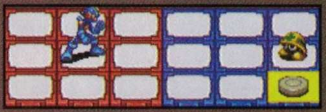
| | |
|---|---|
| B | Liberation #7 BP, BomBerEX, Oran CT, BT, Order |
| Q | BomBer, Oran CT, BT |
| Y | BomBer, Oran CT, BT |



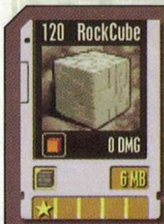
A Boy's Bomb is placed in the Panel ahead of MegaMan that damages all surrounding panels when it explodes. The bomb can be pushed further into the enemy area with any attack, but is pushed back by enemy attacks.


119 Mine
300 DMG
42 MB

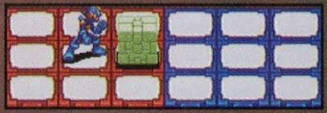
| | |
|---|---|
| H | Undernet 4 GMD, Liberation #5 BP, Oran CT, BT |
| P | Oran 1 NetD (9900Z), Oran CT, BT, Order |
| T | Nebula Area 2 GMD, Oran CT, BT |



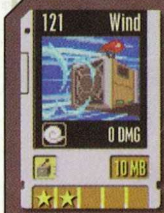
A Mine is placed in a random unoccupied Panel of the enemy area. The mine stays active until an enemy steps into the Panel and detonates it. Use with AreaGrab to decrease enemies' open space. Especially effective in boss fights.


120 RockCube
0 DMG
6 MB

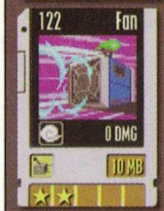
| | |
|---|---|
| * | DrillComp 2 BMD, ShipComp 3 GMD, Higsby CT, Ship CT, Oran CT, Order |



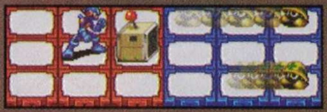
A 200HP stone cube is placed in the Panel in front of MegaMan. The Cube can be pushed into the enemy field with an AirShot, doing damage equal to the Cube's current HP. Only works if the Panel ahead is unoccupied.


121 Wind
0 DMG
10 MB

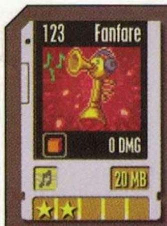
| | |
|---|---|
| * | ACDC 1 GMD (L3), WindBox, WindBox2, WindBox3, Higsby CT, Ship CT, Oran CT, Order |


122 Fan
0 DMG
10 MB

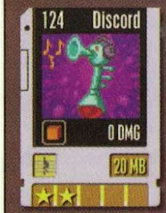
| | |
|---|---|
| * | ACDC 2 GMD (L3), VacuumFan, VacuumFan2, VacuumFan3, Higsby CT, Ship CT, Oran CT, Order |



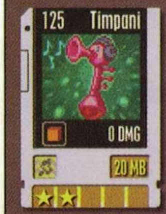
Wind places a 40HP WindBox Virus in the Panel ahead of MegaMan, while Fan creates a VacuumFan Virus. Enemies are either blown back or pulled forward, depending on the type of Chip used. Only one of these can be on the field at a time.


123 Fanfare
0 DMG
20 MB

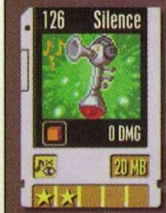
| | |
|---|---|
| F | Trumpy, Higsby CT, Ship CT, Oran CT, Order |
| P | ACDC 1 GMD (L2), Trumpy, Higsby CT, Ship CT, Oran CT |
| Z | End 3 GMD, Trumpy, Higsby CT, Ship CT, Oran CT |
| * | MrFolder, Undernet 4 GMD, TrumpySP, Higsby CT, Ship CT, Oran CT |


124 Discord
0 DMG
20 MB

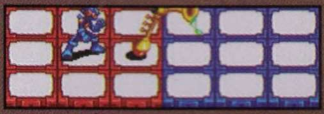
| | |
|---|---|
| B | ACDC 3 GMD (L2), Tuby, Ship CT, Oran CT, Order |
| J | Undernet 4 GMD (L2), Tuby, Ship CT, Oran CT |
| Q | End4 GMD (L2), Tuby, Ship CT, Oran CT |
| * | TrumpySP, Ship CT, Oran CT |


125 Timpani
0 DMG
20 MB

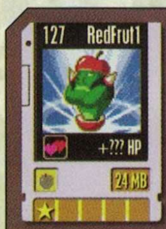
| | |
|---|---|
| A | ACDC 2 GMD (L3), Tromby, Oran CT |
| L | SciLab 4 GMD (L3), Tromby, Oran CT, Order |
| V | Tromby, Oran CT |
| * | TrumpySP, Oran CT |


126 Silence
0 DMG
20 MB

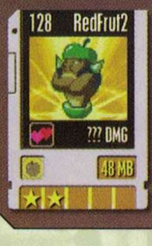
| | |
|---|---|
| C | MuteAnt, Oran CT, BT, Order |
| J | MuteAnt, Oran CT, BT |
| N | MuteAnt, Oran CT, BT |
| * | TrumpySP, Oran CT, BT |



A 100HP Trumpy-type Virus is placed in the Panel ahead of MegaMan. When the Trumpy is playing, different effects are in play. Fanfare makes MegaMan invincible, Discord confuses enemies, Timpani immobilizes enemies, and Silence prevents enemies from attacking.

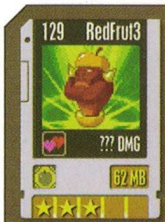

127 RedFrut1
+??? HP
24 MB

| | |
|---|---|
| E | AppleyEX, Higsby CT, Ship CT, Oran CT |
| K | Oran 2 GMD (L2), Appley, Higsby CT, Ship CT, Oran CT |
| Z | Appley, Higsby CT, Ship CT, Oran CT, Order |


128 RedFrut2
??? DMG
48 MB

| | |
|---|---|
| F | ApplezEX, Ship CT, Oran CT |
| T | Oran 1 GMD (L3), Applez, Ship CT, Oran CT |
| W | Applez, Ship CT, Oran CT, Order |

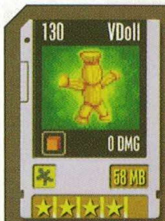
### 129 RedFrut3



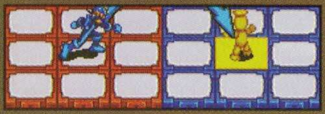
| | |
|---|---|
| H | AppullEX, Oran CT, BT |
| O | Appull, Oran CT, BT |
| U | Appull, Oran CT, BT, Order |

Places an apple in a random unoccupied Panel on your side of the field, which changes position every second. The first to attack and hit it (you or the enemy) receives a bonus. RedFrut1 restores 300 HP, 2 grants temporary invincibility, and 3 causes you to enter Full Synchro mode. Avoid using it in Navi or Linked battles.

### 130 VDoll

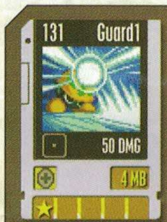


| | |
|---|---|
| O | Nebula Area 5, Liberation #9 BT, Oran CT, BT |
| T | Trade (GrabRvng F), Oran CT, BT |
| Z | BadFldr, Nebula Area 2 NetD (22000Z), Oran CT, BT, Order |



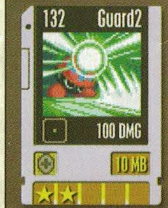
MegaMan hurls a straw Voodoo Doll three Panels forward. If an enemy attacks the VDoll, the damage is returned to the enemy. The Panel the VDoll lands on is turned into a Poison Panel.

### 131 Guard1



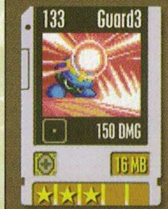
| | |
|---|---|
| A | ACDC 1 GMD, Mettaur, MettEX, Higsby CT, Ship CT, Oran CT, Order |
| D | Mettaur, MettEX, Higsby CT, Ship CT, Oran CT |
| K | Mettaur, MettEX, Higsby CT, Ship CT, Oran CT |
| * | DrillComp 3 GMD, MettEX, Higsby CT, Ship CT, Oran CT |

### 132 Guard2

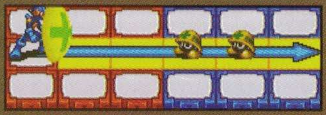


| | |
|---|---|
| B | SciLab 4 GMD (L2), Liberation #5 IP, Mettaur2, Mett2EX, Ship CT, Oran CT, Order |
| L | Mettaur2, Ship CT, Oran CT |
| Q | Mettaur2, Ship CT, Oran CT |
| * | End 5 GMD (L2), Mett2EX, Ship CT, Oran CT |

### 133 Guard3

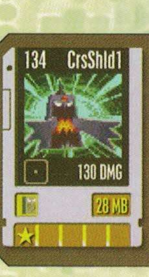


| | |
|---|---|
| C | End 4 GMD (L3), Mettaur3, Mett3EX, Oran CT, BT, Order |
| M | Mettaur3, Oran CT, BT |
| S | Mettaur3, Oran CT, BT |
| * | Mett3EX, Oran CT, BT |



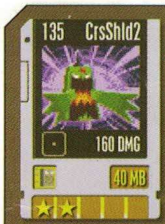
MegaMan throws up a large shield to protect himself from enemy projectile attacks. The damage is turned into a shockwave that is thrown back at the enemy; the higher the Guard, the faster the shockwave. Does not work against physical attacks like punches.

### 134 CrsShld1



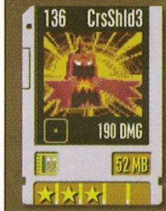
| | |
|---|---|
| B | DominerdEX, Higsby CT, Ship CT, Oran CT, Order |
| F | Dominerd, Higsby CT, Ship CT, Oran CT |
| V | Dominerd, SciLab 1 GMD (L2), Higsby CT, Ship CT, Oran CT |

### 135 CrsShld2

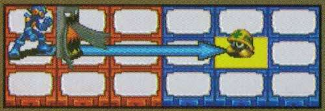


| | |
|---|---|
| C | ACDC 2 GMD (L3), Dominerd2, Ship CT, Oran CT |
| M | Dominerd2, Ship CT, Oran CT, Order |
| R | Dominerd2, Ship CT, Oran CT |

### 136 CrsShld3

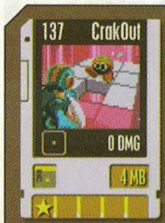


| | |
|---|---|
| D | Dominerd3EX, Oran CT, BT, Order |
| O | Dominerd3, Oran CT, BT |
| Z | Dominerd3, Undernet 4 GMD (L3), Oran CT, BT |

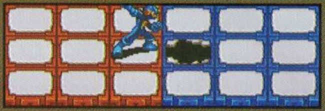


MegaMan throws up a Dominerd-type Virus to act as a shield, absorbing projectile damage; the higher the Chip, the faster the attack. The Dominerd then rockets across the row to attack.

### 137 CrakOut

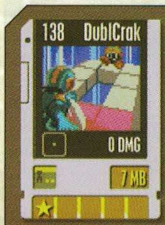


| | |
|---|---|
| * | Folder1, BnusFldr, Higsby CT, Ship CT, Oran CT, Order |

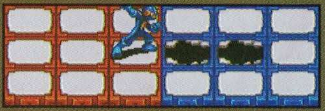


MegaMan puts a hole in the Panel ahead of him. Good for blocking ground-based attacks and reducing enemy movement room. Only cracks an occupied Panel.

### 138 DublCrak

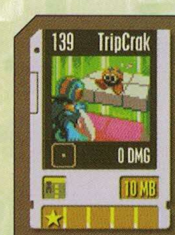


| | |
|---|---|
| * | Folder2, ACDC 1 GMD, Higsby CT, Ship CT, Oran CT, Order |

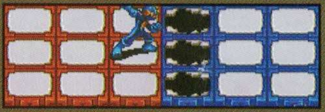


MegaMan puts holes in the two Panels ahead of him. With proper placement and when combined with a Boomer, enemies have no room to run. Only cracks occupied Panels.

### 139 TripCrak

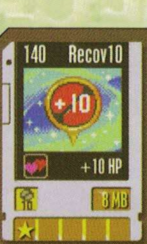


| | |
|---|---|
| * | Oran 1 GMD, Higsby CT, Ship CT, Oran CT, Order |

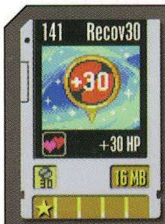


MegaMan puts holes in the three Panels in the column ahead of him. Only cracks occupied Panels. MegaMan must be in the center row to get all three Panels.

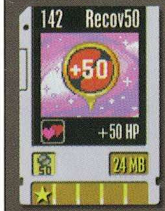
### 140 Recov10



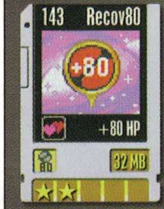
| | |
|---|---|
| A | Folder1, BnusFldr, Higsby CT, Ship CT, Oran CT |
| C | Higsby CT, Ship CT, Oran CT, Order |
| L | Folder1, Higsby CT, Ship CT, Oran CT |
| * | ACDC 2 GMD, Higsby CT, Ship CT, Oran CT |


141 Recov30
+30
+30 HP
16 MB

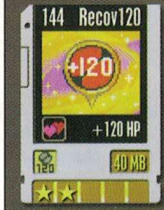
| | |
|---|---|
| C | MainComp 2 GMD, Higsby CT, Ship CT, Oran CT, Order |
| H | ACDC 1 GMD (L2), Higsby CT, Ship CT, Oran CT |
| L | MainComp 1 GMD, Higsby CT, Ship CT, Oran CT |
| * | SciLab 1 GMD, Higsby CT, Ship CT, Oran CT |


142 Recov50
+50
+50 HP
24 MB

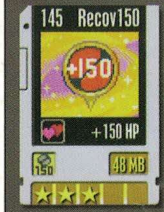
| | |
|---|---|
| B | Folder2, ACDC 3 GMD, Higsby CT, Ship CT, Oran CT, Order |
| H | DrillComp 2 GMD, Higsby CT, Ship CT, Oran CT |
| O | GargoylComp 2 GMD, Higsby CT, Ship CT, Oran CT |
| * | SciLab 3 GMD, Higsby CT, Ship CT, Oran CT |


143 Recov80
+80
+80 HP
32 MB

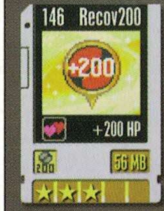
| | |
|---|---|
| B | GargoylComp 1 GMD, Higsby CT, Ship CT, Oran CT, Order |
| K | Oran 3 GMD, Higsby CT, Ship CT, Oran CT |
| O | Higsby CT, Ship CT, Oran CT |
| * | Oran 1 NetD (7800Z), ShipComp 3 GMD, Higsby CT, Ship CT, Oran CT |


144 Recov120
+120
+120 HP
40 MB

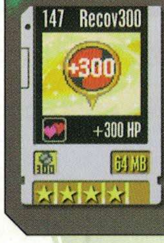
| | |
|---|---|
| K | SciLab 4 GMD, End 2 GMD, End 4 GMD, Undernet 2 GMD, Oran 1 GMD (L3), Ship CT, Oran CT, Order |


145 Recov150
+150
+150 HP
48 MB

| | |
|---|---|
| Q | FactoryComp 1 GMD, Oran 3 GMD (L2), ACDC 3 GMD (L2), SciLab 1 GMD (L2), Ship CT, Oran CT, BT, Order |

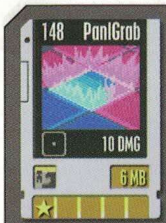

146 Recov200
+200
+200 HP
56 MB

| | |
|---|---|
| I | FactoryComp 4 BMD, SciLab 3 GMD (L2), End 3 GMD (L2, L3), Undernet 4 GMD (L2), Oran CT, BT, Order |

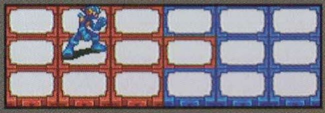

147 Recov300
+300
+300 HP
64 MB

| | |
|---|---|
| Y | Nebula Area BMD, Liberation #7 BP, Oran CT, BT, Order |

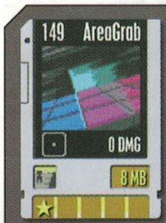
MegaMan instantly recovers the amount of HP indicated on the Chip. Since they are not attack Chips, they cannot be enhanced with Full Synchro, but they do not drop MegaMan out of Full Synchro if used.


148 PanlGrab
10 DMG
6 MB

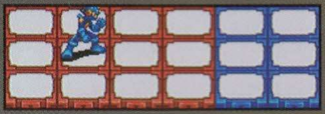
| | |
|---|---|
| * | SciLab 4 GMD, Higsby CT, Ship CT, Oran CT, Order |



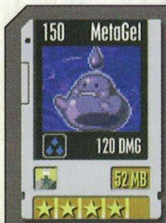
One Panel from the closest enemy column is turned into a red Panel MegaMan can step on. Only does 10 points of damage if the Panel is occupied. Returns to an enemy Panel after a certain time.


149 AreaGrab
0 DMG
8 MB

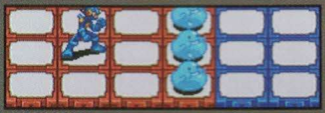
| | |
|---|---|
| A | SciLab 2 GMD, Higsby CT, Ship CT, Oran CT |
| L | ShipComp 3 GMD, Higsby CT, Ship CT, Oran CT |
| S | Folder1, Folder2, Oran 1 GMD (L3), Higsby CT, Ship CT, Oran CT, Order |
| * | Higsby CT, Ship CT, Oran CT |



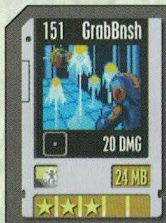
Turns the entire closest enemy column into red Panels MegaMan can step on. Does not convert any occupied Panels; does 10 points of damage to that Panel instead.


150 MetaGel
120 DMG
52 MB

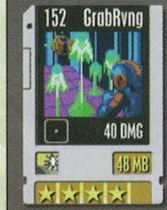
| | |
|---|---|
| F | End 5 GMD (L2), Oran CT, BT |
| N | Undernet 4 GMD (L3), Oran CT, BT |
| T | DumplingComp BMD, Oran CT, BT, Order |
| * | Higsby CT, Ship CT, Oran CT |



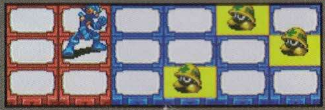
Slimy Viruses are dropped into the closest enemy column. Unoccupied Panels are turned over to MegaMan's side of the field; occupied Panels are attacked. If the enemy or obstacle is destroyed by the attack, the Panel is converted.


151 GrabBnsh
20 DMG
24 MB

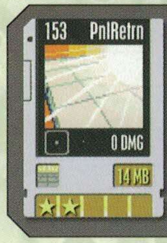
| | |
|---|---|
| D | FactoryComp 2 GMD, Oran CT |
| L | End 2 GMD, Oran CT, Order |
| R | SciLab 1 GMD (L2), Oran CT |


152 GrabRvng
40 DMG
48 MB

| | |
|---|---|
| F | Trade (NrthWind *), Oran CT, BT |
| N | Nebula Area 4 BMD, Oran CT, BT, Order |
| P | NT, Oran CT, BT |

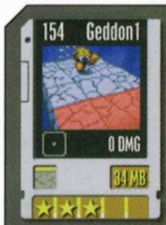


Once activated, these Chips remain in effect until the end of battle. If an enemy uses a Grab move to steal Panels, damage is delivered to all enemies multiplied by the number of Panels stolen.

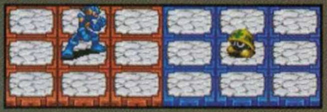

153 PnlRetrn
0 DMG
14 MB

| | |
|---|---|
| * | SciLab 2 GMD, Higsby CT, Ship CT, Oran CT, Order |

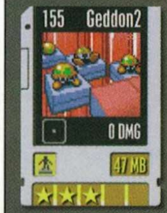
Turns all Panels on the field into normal Panels, save Panels that started battle as Holes.



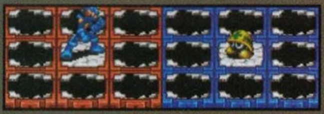
| | |
|---|---|
| M | End 3 GMD, Higsby CT, Oran CT |
| P | FactoryComp 3 GMD, Liberation #1 BP, Higsby CT, Oran CT, Order |
| Z | Undernet 4 GMD, Higsby CT, Oran CT |
| * | Undernet 2 GMD (L2, L3), Higsby CT, Oran CT |



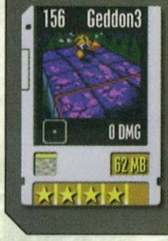
Turns all Panels into cracked Panels. Combine with the AirShoes Navi Customizer Program to have free range of movement while limiting ground-based enemies' mobility.



| | |
|---|---|
| H | Oran 2 GMD (L2), Oran CT |
| T | End 1 GMD (L2), Oran CT |
| W | Undernet 3 NetD (10000Z), Oran 3 GMD (L3), Oran CT, Order |

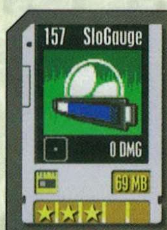


Turns all unoccupied Panels into holes. Combine with the AirShoes Navi Customizer Program to have free range of motion while ground-based enemies are immobilized.



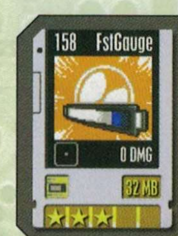
| | |
|---|---|
| A | Nebula Area 2 PMD, Oran CT, BT |
| O | Liberation #6 BT, Oran CT, BT |
| V | NT, Oran CT, BT, Order |

Turns all field Panels into Poison Panels that rapidly deplete HP. Combine with the FlotShoe Customizer Program to ignore the Poison and keep your HP up.



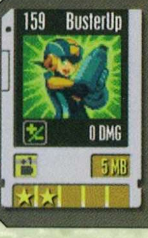
| | |
|---|---|
| H | Oran 1 GMD (L2), Higsby CT, Oran CT, BT |
| Q | End 5 GMD (L2), Higsby CT, Oran CT, BT, Order |
| W | Undernet 3 GMD (L2), Higsby CT, Oran CT, BT |
| * | End 1~5 Battle GMD, Higsby CT, Oran CT, BT |

The Custom Gauge fills up at half speed. Good in combination with the CustSwrd to get more damage out of it, or for extending the fights in Liberation Missions.



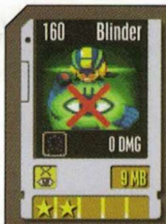
| | |
|---|---|
| H | End 4 GMD (L3), Oran CT, BT |
| Q | Higsby's (10000Z), Oran CT, BT, Order |
| W | Oran 2 GMD (L3), Oran CT, BT |
| * | NT, Oran CT, BT |

The Custom Gauge fills at double speed. Especially effective in boss battles.



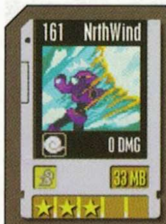
| | |
|---|---|
| * | Folder1, Folder2, ACDC 3 GMD (L3), Oran 1 GMD (L2), Liberation #1 IP, Ship CT, Oran CT, Order |

Increases the MegaBuster's attack level by 1 for the duration of battle. Good for battles early in the game.



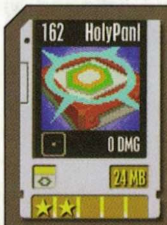
| | |
|---|---|
| A | GargoylComp 3 GMD, Higsby CT, Ship CT, Oran CT |
| D | Higsby's (6500Z), End 1 GMD (L3), Higsby CT, Ship CT, Oran CT, Order |
| H | End 4 GMD, Higsby CT, Ship CT, Oran CT |
| * | MrFolder, Higsby CT, Ship CT, Oran CT |

Blinds enemies for the duration of battle, so they cannot properly direct their attacks.

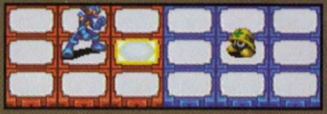


| | |
|---|---|
| D | FactoryComp 4 GMD, Oran CT, BT |
| Q | SciLab 2 GMD (L2), Oran CT, BT, Order |
| V | Undernet 3 NetD (8000Z), Oran CT, BT |
| * | Trade (SloGauge *), Oran CT, BT |

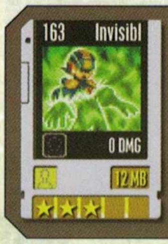
Removes all protective auras from enemies. Not a permanent effect; some enemies can restore their auras after a time.



| | |
|---|---|
| A | ShipComp 1 GMD, Oran CT, Order |
| N | Oran CT |
| U | FactoryComp 1 GMD, Oran CT |
| * | Elevator BMD, SciLab 4 GMD (L2), Oran CT |

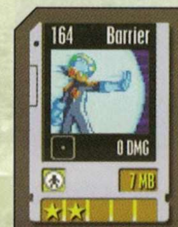


Places a Holy Panel in front of MegaMan. Halves received damage to anyone standing on the Panel, and also powers attacks like HolyDrem and RollSP.

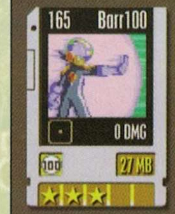


| | |
|---|---|
| * | BadFldr, DrillComp 1 BMD, Undernet 3 GMD, Higsby CT, Oran CT, BT, Order |

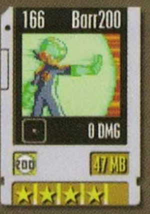
MegaMan is temporarily rendered invisible and invincible to enemy attacks. He still takes damage from Panel effects, though.



| | |
|---|---|
| B | MainComp 2 GMD, Higsby CT, Oran CT, BT |
| L | ACDC 1 GMD (L2), Higsby CT, Oran CT, BT, Order |
| S | ACDC 2 GMD, Higsby CT, Oran CT, BT |
| * | Higsby's Bin (600Z), Oran 2 GMD, Higsby CT, Oran CT, BT |

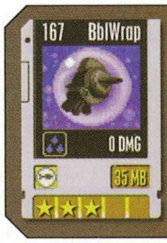


| | |
|---|---|
| P | End 1 NetD (8800Z), FactoryComp 2 GMD, Oran 2 GMD (L3), Oran 3 GMD (L2), ACDC 3 GMD (L3), Oran CT, BT, Order |



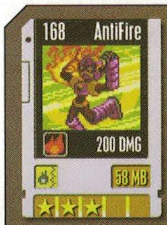
| | |
|---|---|
| W | SciLab 4 GMD (L2), Undernet 3 GMD (L2), Nebula Area 1 GMD, Oran CT, BT, Order |

Envelops MegaMan in a protective barrier. Barrier only protects MegaMan from a single hit before dissipating. Barr100 and Barr200 deflect any attack weaker than their title numbers without breaking. Cannot be used by Dark MegaMan.

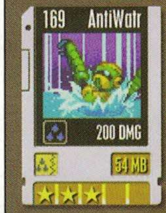


| | |
|---|---|
| Y | Higsby's Showcase (4200Z), SciLab 3 GMD (L2), ShipComp 2 GMD, Undernet 2 GMD, Higsby CT, Ship CT, Oran CT, Order |

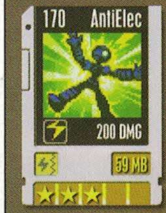
MegaMan is enveloped in an Aqua-Element barrier with 1 HP. Unlike other barriers, this one regenerates after a few seconds when broken. However, its regenerative effect is removed if it is struck by an Elec attack.



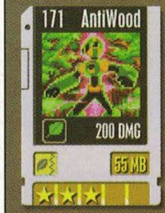
| | |
|---|---|
| E | End 5 GMD (L2), Oran CT, BT |
| K | Nebula Area 3 GMD, Liberation #5 IP, Oran CT, BT, Order |
| T | ACDC 3 GMD (L3), Oran CT, BT |
| * | NT, Oran CT, BT |



| | |
|---|---|
| D | Undernet 2 BugD (26 Frags), Oran CT, BT, Order |
| G | Nebula Area 3 GMD, Oran CT, BT |
| Q | Oran 3 GMD (L3), Oran CT, BT |
| * | NT, Oran CT, BT |

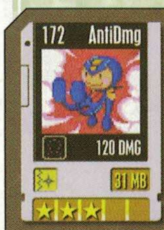


| | |
|---|---|
| A | Undernet 1 GMD, Oran CT, BT, Order |
| N | Nebula Area 3, Liberation #6 IP, Oran CT, BT |
| Y | SciLab 4 GMD (L3), Oran CT, BT |
| * | NT, Oran CT, BT |



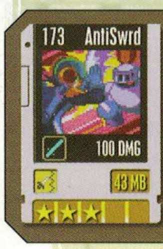
| | |
|---|---|
| M | End 5 GMD (L3), Liberation #9 IP, Oran CT, BT, Order |
| S | Undernet 3 GMD, Oran CT, BT |
| Z | Nebula Area 3 GMD, Oran CT, BT |
| * | NT, Oran CT, BT |

These Chips do not have an immediate effect; instead, once activated, they do not do anything until an enemy attempts to use an Element-based attack. If the attack matches the active Anti-Chip, the enemy is immediately struck for heavy damage. Only one "Anti-" Chip can be active at any time.



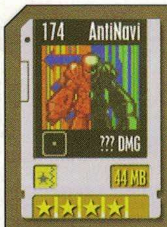
| | |
|---|---|
| C | Nebula Area 6, Oran CT, Order |
| F | End 5 GMD (L3), Oran CT |
| M | BadFldr, End 1~5 Battle GMD, Oran CT |
| * | Hide and Seek Prize, Trade (VDoll T), Oran CT |

Once activated, the Chip does not go into effect until MegaMan is hit by an enemy attack. Once hit, instead of taking damage, MegaMan drops a dummy and leaps into the air, hurling shuriken down on the enemy that attacked.



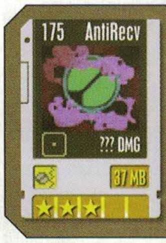
| | |
|---|---|
| D | Oran 1~3 Battle GMD, Oran CT, BT |
| O | Undernet 4 GMD (L3), Oran CT, BT |
| R | BadFldr, NT, Oran CT, BT, Order |

Once activated, the Chip does not go into effect until an opponent uses a Sword-style attack, at which point the attack is deflected and the attacking enemy is hit.



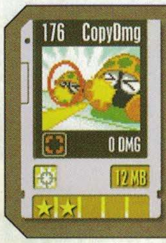
| | |
|---|---|
| M | Nebula Area 2 GMD, Liberation #4 Prize, Oran CT, BT |
| T | BadFldr, SciLab 2 GMD (L3), Liberation #7 BP, Oran CT, BT, Order |
| V | NT (#05068930), Oran CT, BT |

Usable only in GBA-linked NetBattles normally, but needed for the BodyGrd Program Advance. Once activated, if your opponent uses a NaviChip attack, it is immediately turned around and used against them.



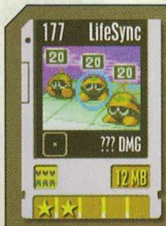
| | |
|---|---|
| B | Undernet 3 GMD (L2), Oran CT, BT, Order |
| J | BadFldr, Nebula Area 5 GMD, Oran CT, BT |
| P | Liberation #6 BP, Oran CT, BT |

Once activated, if an enemy uses a Recovery Chip, they instead take damage in the amount of HP they would have recovered.



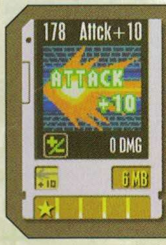
| | |
|---|---|
| * | ACDC 2 BMD, DrillComp 3 GMD, Higsby CT, Ship CT, Oran CT, Order |

MegaMan fires a small tracer that targets the first enemy in his row. For a few seconds, damage inflicted on any other enemy is also inflicted on the targeted enemy.



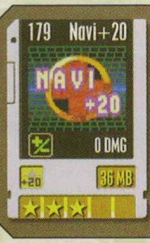
| | |
|---|---|
| B | DrillComp 1 GMD, Higsby CT, Ship CT, Oran CT, Order |
| R | Oran 3 GMD (L2), Higsby CT, Ship CT, Oran CT |
| S | Undernet 1 GMD (L2), Higsby CT, Ship CT, Oran CT |
| * | End 1 GMD, Higsby CT, Ship CT, Oran CT |

MegaMan tags the Panel two ahead of him. If there is an enemy in that Panel, all other enemies have their HP adjusted to match the tagged enemy. Tag the lowest-HP enemy possible for the best results.



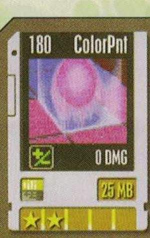
| | |
|---|---|
| * | Folder1, Folder2, BnusFldr, Higsby CT, Ship CT, Oran CT, Order |

Adds 10 points of damage to the *preceding* attack-style Battle Chip selected. Full Synchro doubles this Chip's effects, as well as the enhanced attack Chip.

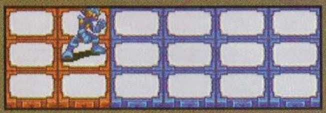


| | |
|---|---|
| * | Oran 3 GMD (L3), Liberation #2 BP, Oran CT, BT, Order |

Adds 20 points of damage to the preceding NaviChip. Full Synchro doubles this Chip's effects, as well as the NaviChip.



| | |
|---|---|
| * | Higsby's Bin (2500Z), Higsby CT, Ship CT, Oran CT, Order |

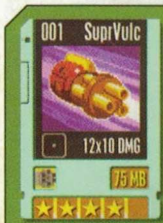


Temporarily sacrifices the rightmost column of MegaMan's field to the enemy side. For each Panel sacrificed, the next attack-style Battle Chip gains 10 points of damage.

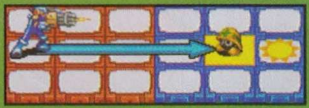
# Battle Chips Index – Mega Chips

Mega Chips are the next level of Battle Chip; more powerful software with much higher requirements. Under normal settings, you can only have five Mega Chips in your Folder, and only one copy of each kind.

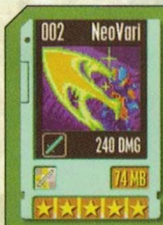
*Navi Chip entries with red backings are normally exclusive to Team ProtoMan, blue backings indicate Team Colonel exclusives. However, if you download a Library file from the other version of the game via a Game Boy Advance link that has version-exclusive Chips in it, Higsby's Order system can obtain them for you in your version!*



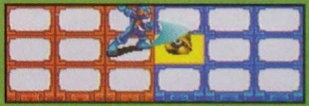
| | |
|---|---|
| S | Xfolder, MrFolder, Higsby's (9800Z), Liberate #9 BP, BT, Order |



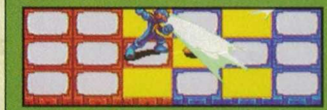
SuprVulc fires 12 shots in rapid succession with a shot pattern like the MegaBuster, but with a splash effect that also damages anything in the panel behind the target. Full Synchro and Atk+ Chip bonuses are applied to every shot in the attack.



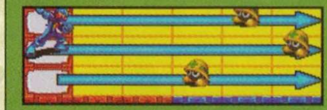
| | |
|---|---|
| V | Undernet 2 PMD, Liberate #9 BP, BT, Order |



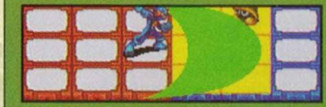
This powerful Sword strikes the panel in front of your Navi normally. But by holding down the A button and inputting certain crosspad/button combos before releasing the button the Sword can unleash a variety of powerful attacks.



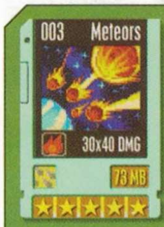
**CrossSword (A + ↓ → ↑)**: Slices the Panel ahead, as well as the four Panels diagonal to the target Panel.



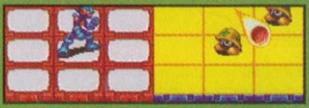
**SuperSonic (A + ← → ← B)**: Creates a three-Panel-tall sonic boom. Unlike the normal Sonic Boom, this one passes through enemies and obstacles, damaging everything in its path.



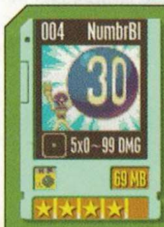
**DoubleLife (A + ↑ B ↓ B ↑ B)**: Strikes with two rapid LifeSwrd attacks, slicing through two full columns of Panels.



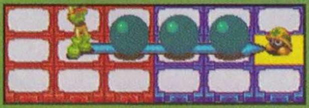
| | |
|---|---|
| R | MrFolder, Undernet 3 NetDealer (16000Z), BT, Order |



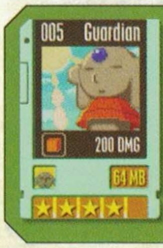
A rain of 30 meteors pummels the enemy field, striking random Panels. Full Synchro and Atk+ bonuses are applied to every meteor.



| | |
|---|---|
| N | MrFolder, Higsby's Showcase (9500Z), BT, Order |

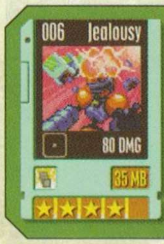


NumberMan rolls five balls across a single row. Each ball does damage equal to the last two numbers in your Navi's current HP, so watch your HP carefully when using!



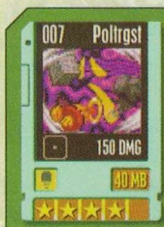
| | |
|---|---|
| O | Xfolder, Oran 1 NetDealer (10500Z), BT, Order |

Places a 10HP Guardian statue in front of your Navi. Instantly counterattacks anyone who hits it with an attack, even you!

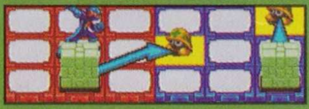


| | |
|---|---|
| J | End 1 NetDealer (12000Z), BT, Order |

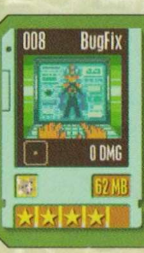
Damages all opponents who have Battle Chips waiting for use. Damage is multiplied by the number of Chips the opponent has waiting.



| | |
|---|---|
| P | SciLab 3 BugD (60 Frags), BT, Order |

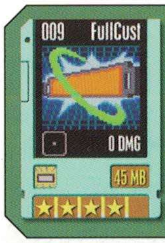


Freezes time, then hurls all movable obstacles on the field at random enemies. Combine with RockCube Chips to cause massive damage.



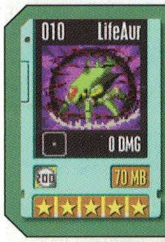
| | |
|---|---|
| H | Dad'sComp PMD, BT, Order |
| * | NT, BT |

Removes any current bugs in your Navi's programming. Cannot be used by Dark MegaMan.


009 FullCust
0 DMG
45 MB

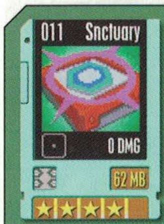
| | |
|---|---|
| * | Nebula Hole 1~4 Battle GMD, Liberate #4 Prize, BT, Order |

Instantly fills up the Custom Gauge. Especially useful in boss battles.

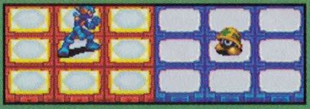

010 LifeAur
0 DMG
200
70 MB

| | |
|---|---|
| D | Nebula Hole 6 PMD, BT, Order |

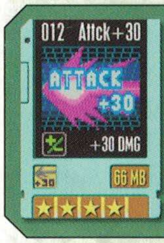
Your Navi is protected by a barrier that nullifies any attack that does less than 200 points of damage. Regenerates after a few seconds if broken.


011 Snctuary
0 DMG
62 MB

| | |
|---|---|
| S | Undernet 1~4 Battle GMD, BT, Order |

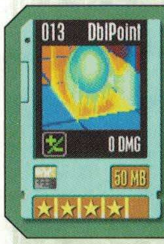


All Panels in your Navi's side of the field are turned into Holy Panels, halving damage when they stand on them. Excellent for powering up the HolyDrem Giga Chip. Cannot be used by Dark MegaMan.


012 Attck+30
ATTACK
+30
+30 DMG
+30
66 MB

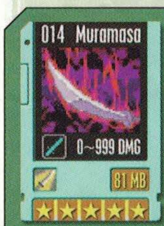
| | |
|---|---|
| * | Undernet 2 BugD (50 Frags), BT, Order |

Adds 30 points of damage to the preceding Chip's attack power. Useless by itself, or if attached to a non-attack Chip.

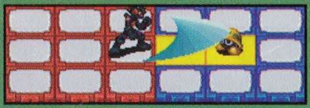

013 DblPoint
0 DMG
50 MB

| | |
|---|---|
| * | Nebula Hole 4 BMD, BT, Order |

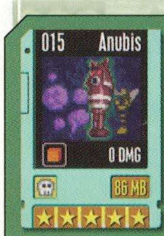
Sacrifices all Panels in your Navi's rightmost column to the enemy field. Adds 20 points of damage to the next Chip's attack power per Panel.


014 Muramasa
0~999 DMG
81 MB

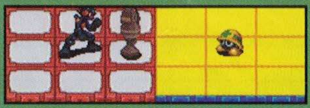
| | |
|---|---|
| M | Liberate #8 Prize, BT, Order |



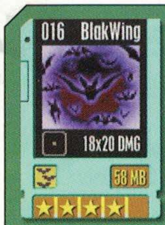
This cursed Sword strikes two Panels ahead of your Navi like a LongSword. Its damage rating is equal to the amount of HP your Navi has lost from their maximum. Requires Dark MegaMan to use.


015 Anubis
0 DMG
86 MB

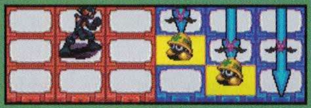
| | |
|---|---|
| A | Liberate #9 Prize, BT, Order |



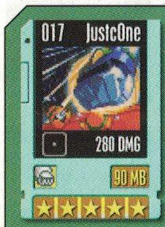
Places a 100-HP Anubis statue in front of your Navi that blows poison smoke into the enemy field. Can do up to 500 points of damage as long as it remains on the field. Requires Dark MegaMan to use.


016 BlakWing
18x20 DMG
58 MB

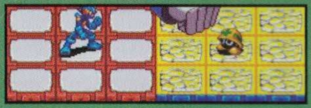
| | |
|---|---|
| W | Nebula Hole 2 NetDealer (28000Z), Liberate #7 Prize, ZT, Order |



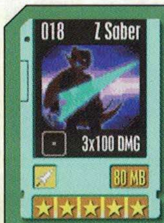
Sends 18 bats flapping down random enemy columns. The bats cannot pass through enemies or obstacles that still have HP. Only works on the three rightmost columns; if enemies have claimed some of your Navi's Panels, those areas are not attacked. Requires Dark MegaMan to use.


017 JustcOne
280 DMG
90 MB

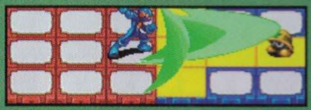
| | |
|---|---|
| J | Nebula Hole 1~4 Battle GMD, Liberate #7, BT, Order |



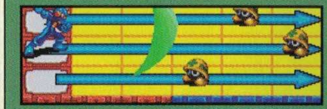
A gigantic Duo fist crashes down, damaging everything in the enemy field and cracking all Panels. Cannot be used by Dark MegaMan.


018 Z Saber
3x100 DMG
80 MB

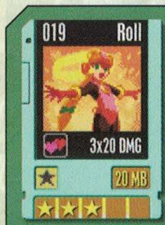
| | |
|---|---|
| Z | Nebula Hole 4 BMD, Liberate #6 Prize, BT, Order |



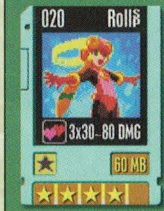
Your Navi unleashes a rapid three-strike Sword combo, with a LongSwrd, WideSwrd, then FighterSwrd (3-Panel long) slash.



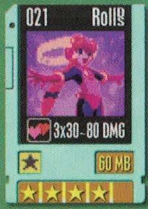
**SuperSonic (A + ← (hold for 3 sec) + B)**: Creates a three-Panel-tall sonic boom. Unlike the VarSwrd Sonic Boom, this one passes through enemies and obstacles, damaging everything in its path.


019 Roll
3x20 DMG
20 MB

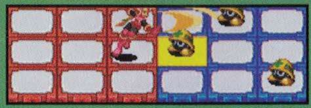
| | |
|---|---|
| R | Xfolder, Mayl gift, Ship CT, Order |


020 RollSP
3x30~80 DMG
60 MB

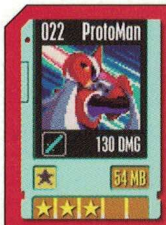
| | |
|---|---|
| R | Mayl Email, BT, Order |

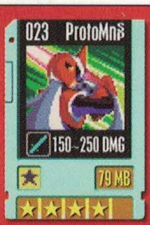

021 RollDS
3x30~80 DMG
60 MB

| | |
|---|---|
| R | Undernet 2 HeelNavi (3000Z), BT, Order |



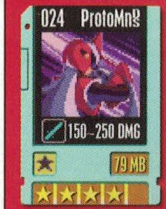
Roll strikes the closest enemy three times with her Roll Whip, then heals your Navi for the amount of damage dealt. The SP version gains 5 points for every Holy Panel in your field, the DS version 5 points for every time you flinch when hit in battle.


022 ProtoMan
130 DMG
54 MB

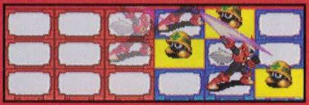

023 ProtoMnSP
150~250 DMG
79 MB

| | |
|---|---|
| B | Liberate #6 Prize, ProtoMan β, ProtoMan Ω, Oran CT, Order |

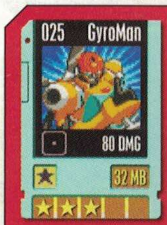
| | |
|---|---|
| B | ProtoMan Ω, BT, Order |

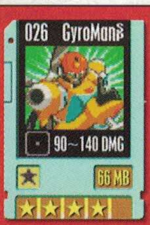

024 ProtoMnDS
150~250 DMG
79 MB

| | |
|---|---|
| B | ProtoMan β, ProtoMan Ω, BT, Order |



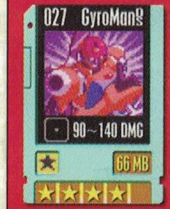
ProtoMan moves forward, slicing at one enemy per column with a WideSwrd attack. The SP version gains 10 points of damage for every two seconds under 30 you last took to delete ProtoMan Ω. The DS version gains 10 points for every time you flinch when hit in battle.


025 GyroMan
80 DMG
32 MB

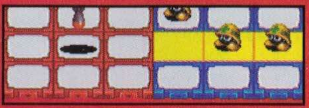

026 GyroManSP
90~140 DMG
66 MB

| | |
|---|---|
| G | GyroMan α, GyroMan α, GyroMan Ω, Ship CT, Order |

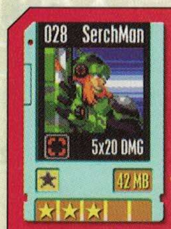
| | |
|---|---|
| G | GyroMan Ω, BT, Order |

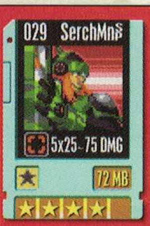

027 GyroManDS
90~140 DMG
66 MB

| | |
|---|---|
| G | GyroMan β, GyroMan Ω, BT, Order |



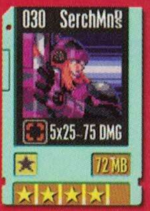
GyroMan drops bombs on every enemy Panel in a single row. By repeatedly pressing the L and R Buttons when he transforms, Gyro stops above the closest enemy and pummels them with bombs. The SP version gains 5 points of damage for every two seconds under 30 you last took to delete GyroMan Ω. The DS version gains 5 points for every time you flinch when hit in battle.


028 SerchMan
5x20 DMG
42 MB

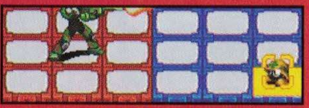

029 SerchMnSP
5x25~75 DMG
72 MB

| | |
|---|---|
| S | SearchMan α, SearchMan β, SearchMan Ω, Oran CT, Order |

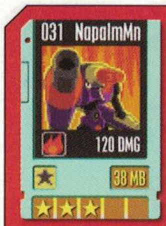
| | |
|---|---|
| S | SearchMan Ω, BT, Order |

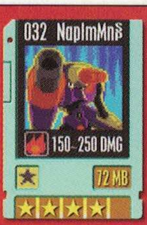

030 SerchMnDS
5x25~75 DMG
72 MB

| | |
|---|---|
| S | SearchMan β, SearchMan Ω, BT, Order |



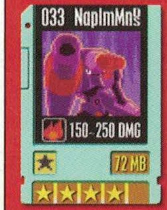
Sends a target reticule into the enemy area. Press the A button to stop the reticule; SearchMan attacks that Panel. Press A + B together to destroy enemy Chips, as well. The SP version gains 5 points of damage for every two seconds under 30 you last took to delete SearchMan Ω. The DS version gains 5 points for every time you flinch when hit in battle.


031 NapalmMn
120 DMG
38 MB

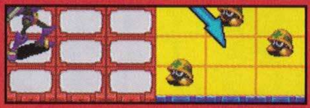

032 NaplmMnSP
150~250 DMG
72 MB

| | |
|---|---|
| N | NapalmMan α, NapalmMan β, NapalmMan Ω, Ship CT, Order |

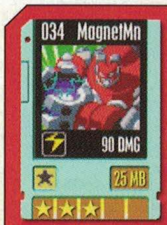
| | |
|---|---|
| N | NapalmMan Ω, BT, Order |

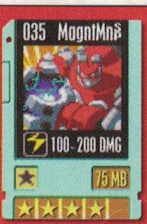

033 NaplmMnDS
150~250 DMG
72 MB

| | |
|---|---|
| N | NapalmMan β, NapalmMan Ω, BT, Order |



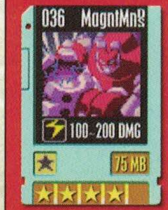
NapalmMan launches a bomb four Panels ahead of MegaMan's position, damaging all adjacent Panels as well. The SP version gains 10 points of damage for every two seconds under thirty you last took to delete NapalmMan Ω. The DS version gains 10 points for every time you flinch when hit in battle.


034 MagnetMn
90 DMG
25 MB

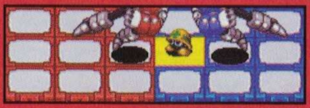

035 MagntMnSP
100~200 DMG
75 MB

| | |
|---|---|
| M | MagnetMan α, MagnetMan β, MagnetMan Ω, Ship CT, Order |

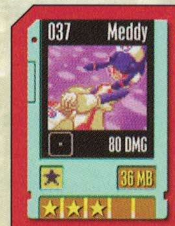
| | |
|---|---|
| M | MagnetMan Ω, BT, Order |

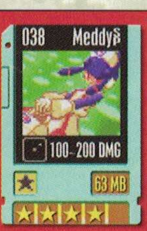

036 MagntMnDS
100~200 DMG
75 MB

| | |
|---|---|
| M | MagnetMan β, MagnetMan Ω, BT, Order |



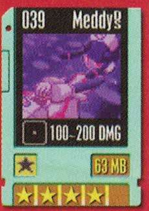
MagnetMan crushes a single enemy in MegaMan's row with his NS Tackle. The SP version gains 10 points of damage for every two seconds under 30 you last took to delete MagnetMan Ω. The DS version gains 10 points for every time you flinch when hit in battle.


037 Meddy
80 DMG
36 MB

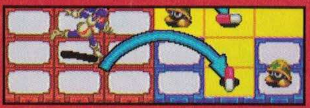

038 MeddySP
100~200 DMG
63 MB

| | |
|---|---|
| M | Meddy α, Meddy β, Meddy Ω, Oran CT, Order |

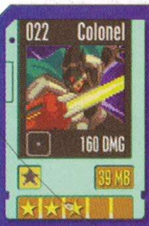
| | |
|---|---|
| M | Meddy Ω, BT, Order |

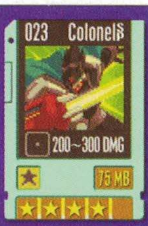

039 MeddyDS
100~200 DMG
63 MB

| | |
|---|---|
| M | Meddy β, Meddy Ω, BT, Order |



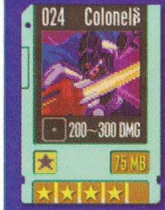
Meddy lobs two Capsule Bombs into the enemy field. After a brief delay, they explode, damaging two adjacent Panels each in the directions the capsules landed in. The SP version gains 10 points of damage for every two seconds under 30 you last took to delete Meddy Ω. The DS version gains 10 points for every time you flinch when hit in battle.


022 Colonel
160 DMG
39 MB

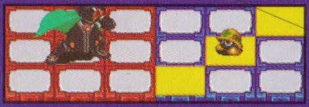

023 Colonel
200~300 DMG
75 MB

| | |
|---|---|
| C | Liberate #6 Prize, Colonel β, Colonel Ω, Oran CT, Order |

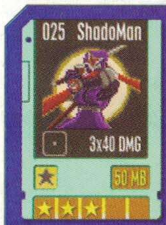
| | |
|---|---|
| C | Colonel Ω, BT, Order |

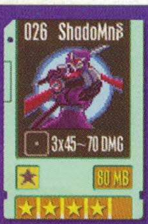

024 Colonel
200~300 DMG
75 MB

| | |
|---|---|
| C | Colonel β, Colonel Ω, BT, Oran |



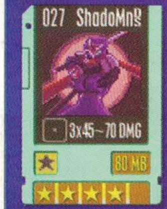
Colonel slices the Panel three columns ahead, as well as the Panels diagonally down-left and up-right to it. Press ← + **B** when Colonel appears to flip the direction of the diagonal slice. The SP version gains 10 points of damage for every two seconds under 30 you last took to delete Colonel Ω. The DS version gains 10 points for every time you flinch when hit in battle.


025 ShadoMan
3x40 DMG
50 MB

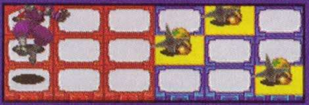

026 ShadoMn
3x45~70 DMG
80 MB

| | |
|---|---|
| S | ShadowMan α, ShadowMan β, ShadowMan Ω, Ship CT, Order |

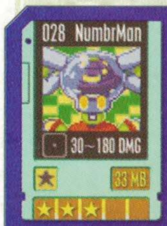
| | |
|---|---|
| S | ShadowMan Ω, BT, Order |

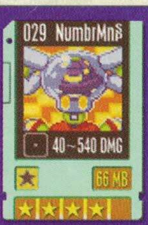

027 ShadoMn
3x45~70 DMG
80 MB

| | |
|---|---|
| S | ShadowMan β, ShadowMan Ω, BT, Order |



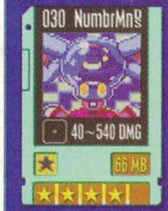
ShadowMan flings up to three shuriken into the enemy field, automatically targeting enemies. The SP version gains 5 points of damage for every two seconds under 30 you last took to delete ShadowMan Ω. The DS version gains 5 points for every time you flinch when hit in battle.


028 NumbrMan
30~180 DMG
33 MB

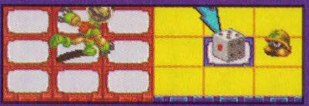

029 NumbrMn
40~540 DMG
66 MB

| | |
|---|---|
| N | NumberMan α, NumberMan β, NumberMan Ω, Oran CT, Order |

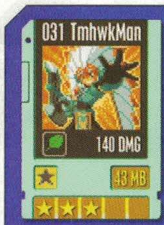
| | |
|---|---|
| N | NumberMan Ω, BT, Order |

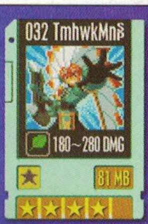

030 NumbrMn
40~540 DMG
66 MB

| | |
|---|---|
| N | NumberMan β, NumberMan Ω, BT, Order |



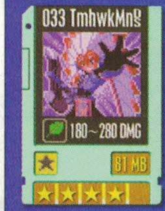
NumberMan tosses a DiceBomb three Panels ahead, which explodes after a brief pause. Damage is multiplied by the number on top of the dice when it stops moving. The SP version gains 5 points of damage for every two seconds under 30 you last took to delete NumberMan Ω. The DS version gains 5 points for every time you flinch when hit in battle.


031 TmhwkMan
140 DMG
43 MB

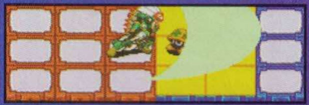

032 TmhwkMn
180~280 DMG
81 MB

| | |
|---|---|
| T | TomahawkMan α, TomahawkMan β, TomahawkMan Ω, Ship CT, Order |

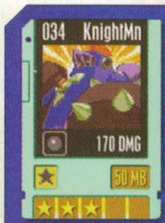
| | |
|---|---|
| T | TomahawkMan Ω, BT, Order |

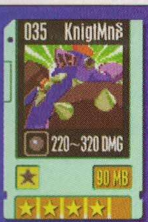

033 TmhwkMn
180~280 DMG
81 MB

| | |
|---|---|
| T | TomahawkMan β, TomahawkMan Ω, BT, Order |



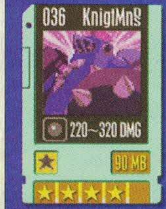
TomahawkMan performs the Tomahawk Swing, cutting through a full two columns' worth of Panels. The SP version gains 10 points of damage for every two seconds under 30 you last took to delete TomahawkMan Ω. The DS version gains 10 points for every time you flinch when hit in battle.


034 KnightMn
170 DMG
50 MB

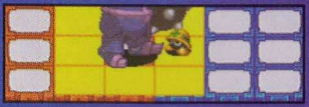

035 KnigtMn
220~320 DMG
90 MB

| | |
|---|---|
| K | KnightMan α, KnightMan β, KnightMan Ω, Ship CT, Order |

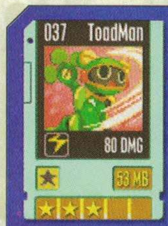
| | |
|---|---|
| K | KnightMan Ω, BT, Order |

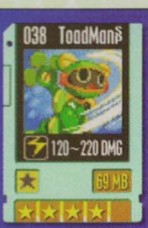

036 KnigtMn
220~320 DMG
90 MB

| | |
|---|---|
| K | KnightMan β, KnightMan Ω, BT, Order |



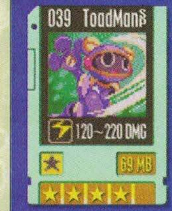
KnightMan performs the Royal Wrecking Ball attack, striking every Panel surrounding him. Works best with a PanlGrab and Fan Chip. The SP version gains 10 points of damage for every two seconds under 30 you last took to delete KnightMan Ω. The DS version gains 10 points for every time you flinch when hit in battle.


037 ToadMan
80 DMG
53 MB

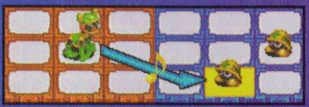

038 ToadMan
120~220 DMG
69 MB

| | |
|---|---|
| T | ToadMan α, ToadMan β, ToadMan Ω, Oran CT, Order |

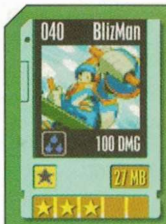
| | |
|---|---|
| T | ToadMan Ω, BT, Order |

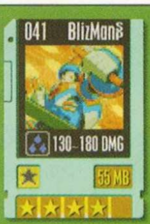

039 ToadMan
120~220 DMG
69 MB

| | |
|---|---|
| T | ToadMan β, ToadMan Ω, BT, Order |



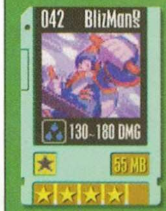
ToadMan performs the Shocking Melody, releasing a stunning note that homes in on the closest enemy. The SP version gains 10 points of damage for every two seconds under 30 you last took to delete ToadMan Ω. The DS version gains 10 points for every time you flinch when hit in battle.


040 BlizMan
100 DMG
27 MB

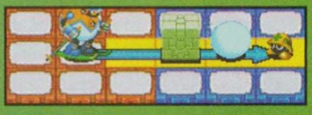

041 BlizMan SP
130–180 DMG
55 MB

| | |
|---|---|
| B | Liberate #1 Prize, BlizzardMan β, BlizzardMan Ω, Ship CT, Order |

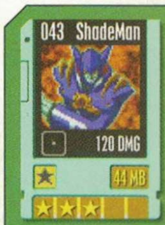
| | |
|---|---|
| B | Liberate #1 Prize, BlizzardMan Ω, BT, Order |

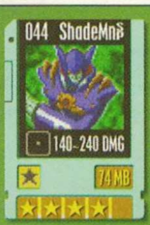

042 BlizMan DS
130–180 DMG
55 MB

| | |
|---|---|
| B | BadFldr, BlizzardMan β, BlizzardMan Ω, BT, Order |



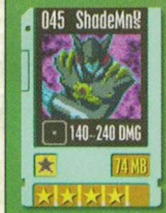
BlizzardMan rolls a snowball across the row, through any enemies. Gains 100 points of damage each time it rolls through an obstacle. The SP version gains 5 points of damage for every two seconds under 30 you last took to delete BlizzardMan Ω. The DS version gains 5 points for every time you flinch when hit in battle.


043 ShadeMan
120 DMG
44 MB

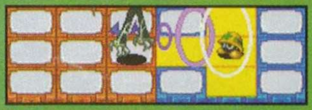

044 ShadeMn SP
140–240 DMG
74 MB

| | |
|---|---|
| S | Liberate #2 Prize, ShadeMan β, ShadeMan Ω, Ship CT, ZT, Order |

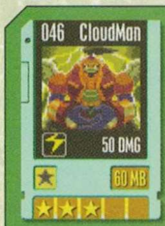
| | |
|---|---|
| S | Liberate #2 Prize, ShadeMan Ω, BT, ZT, Order |

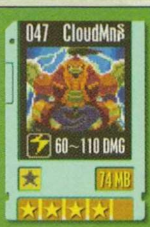

045 ShadeMn DS
140–240 DMG
74 MB

| | |
|---|---|
| S | BadFldr, Liberate #7 Prize, ShadeMan β, ShadeMan Ω, BT, ZT, Order |



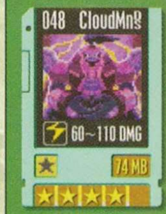
ShadeMan fires his Noise Crush attack, hitting four Panels in a T-shape. Press ↓ ↘ → + **A** to paralyze targets, ↓ ↙ ← + **A** to confuse them. The SP version gains 10 points of damage for every two seconds under 30 you last took to delete ShadeMan Ω. The DS version gains 10 points for every time you flinch when hit in battle.


046 CloudMan
50 DMG
60 MB

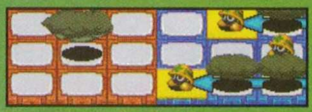

047 CloudMn SP
60~110 DMG
74 MB

| | |
|---|---|
| C | Liberate #3 Prize, CloudMan β, CloudMan Ω, Ship CT, Order |

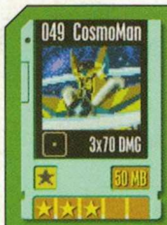
| | |
|---|---|
| C | Liberate #3 Prize, CloudMan Ω, BT, Order |

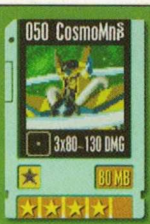

048 CloudMn DS
60~110 DMG
74 MB

| | |
|---|---|
| C | BadFldr, Liberate #8 Prize, CloudMan β, CloudMan Ω, BT, Order |



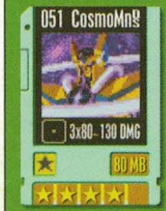
CloudMan places Miniclouds in every open panel *behind* an enemy. Each Minicloud then fires a Goro Thunder ball, striking the enemy from behind, stunning any not destroyed. The SP version gains 5 points of damage for every two seconds under 30 you last took to delete CloudMan Ω. The DS version gains 5 points for every time you flinch when hit in battle.


049 CosmoMan
3x70 DMG
50 MB

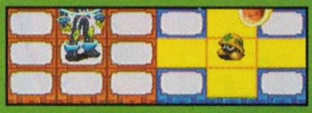

050 CosmoMn SP
3x80–130 DMG
80 MB

| | |
|---|---|
| C | Liberate #5 Prize, CosmoMan β, CosmoMan Ω, Oran CT, Order |

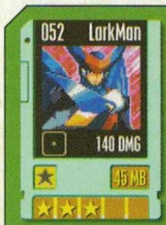
| | |
|---|---|
| C | Liberate #5 Prize, CosmoMan Ω, BT, Order |

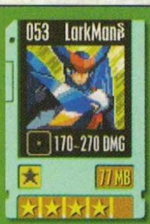

051 CosmoMn DS
3x80–130 DMG
80 MB

| | |
|---|---|
| C | Liberate #9 Prize, CosmoMan β, CosmoMan Ω, BT, Order |



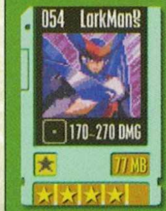
CosmoMan drops three meteors in the enemy field that explode in a cross pattern. The SP version gains 5 points of damage for every two seconds under 30 you last took to delete CosmoMan Ω. The DS version gains 5 points for every time you flinch when hit in battle.


052 LarkMan
140 DMG
45 MB

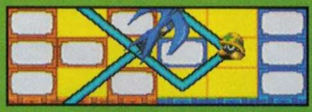

053 LarkMan SP
170–270 DMG
77 MB

| | |
|---|---|
| S | LarkMan, LarkMan α, LarkMan β, LarkMan Ω, Oran CT, Order |

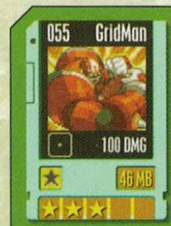
| | |
|---|---|
| S | LarkMan Ω, BT, Order |

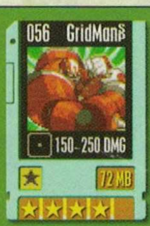

054 LarkMan DS
170–270 DMG
77 MB

| | |
|---|---|
| S | LarkMan β, LarkMan Ω, BT, Order |



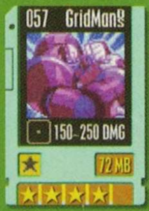
LarkMan swipes through the two columns ahead, missing the single Panel directly ahead. The SP version gains 10 points of damage for every two seconds under 30 you last took to delete LarkMan Ω. The DS version gains 10 points for every time you flinch when hit in battle.


055 GridMan
100 DMG
46 MB

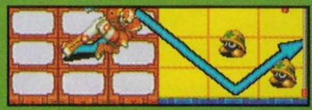

056 GridMan SP
150–250 DMG
72 MB

| | |
|---|---|
| F | GridMan, GridMan α, GridMan β, GridMan Ω, Oran CT, Order |

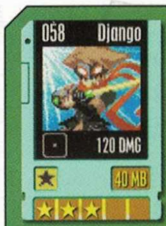
| | |
|---|---|
| F | GridMan Ω, BT, Order |


057 GridMan DS
150–250 DMG
72 MB

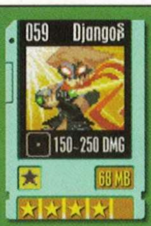
| | |
|---|---|
| F | GridMan β, GridMan Ω, BT, Order |



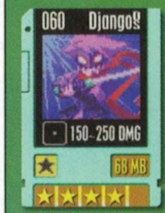
GridMan performs the Death Touchdown, charging diagonally into the enemy field. If he makes it to the goalposts at the end *without* touching an enemy, obstacle, or hole, all enemy Panels are struck for massive damage. More useful against Navis than small-fry Viruses. The SP version gains 10 points of damage for every two seconds under 30 you last took to delete GridMan Ω. The DS version gains 10 points for every time you flinch when hit in battle.



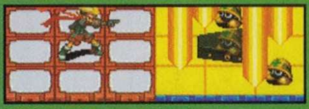
| | |
|---|---|
| D | Higsby's Showcase (7300Z), ZT, Order |



| | |
|---|---|
| D | NT (#91098051), ZT, Order |



| | |
|---|---|
| D | Nebula Hole 4 BMD, ZT, Order |

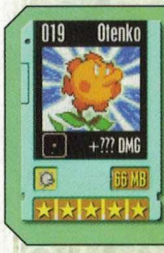


Requires an enemy in the Panel three ahead of your Navi to use. Django drops a casket on the enemy and pummels it and the surrounding Panels with rocks and sunlight. The SP version gains 10 points of damage for each turn of battle. The DS version gains 10 points for every time you flinch when hit in battle.

*Remember that Dark MegaMan cannot use any of the SP Chips! And that Mega can only use the DS Chips when Dark!*

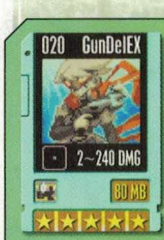
## Battle Chips Index – Secret Chips

These two Chips can't be obtained normally; you must first play a Crossover Battle by linking your game to Konami's *Boktai 2* via the GBA link! Once you have, the Zoktai Trader in Oran 2 becomes available, which carries the *Boktai*-themed Chips (light and bats) as its stock. Although these Secret Chips are in their own section of the Data Library, they fall under the Mega-Class requirements as far as your Folder is concerned. Don't worry if you don't have *Boktai 2*, as these Chips aren't necessary to reach Nebula Gray Ω. They're totally optional.

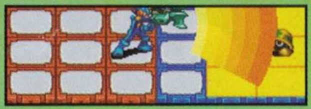


| | |
|---|---|
| O | ZT (50 pts), Order |

Master Otenko appears in the Panel ahead, forming a 100-HP obstacle. As long as he's on the field, your current attack Chip slowly gains extra power, up to 50 extra points of damage. When his HP is depleted, he remains on the field for another 10 seconds.



| | |
|---|---|
| G | ZT (50 pts), Order |

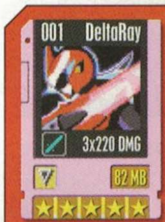


A much more powerful version of the GunDelSol, it covers two entire columns in light and can drain twice as much HP away from enemies. Be careful, as MegaMan cannot move while using the GunDelEX, yet enemies within the beam can. Cuts through all guards, great for clearing out groups of small-fry enemies.

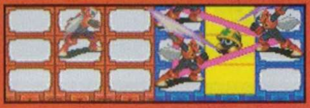
# Battle Chips Index – Giga Chips

The rarest of the rare, Giga Chips are truly one-of-a-kind items. These Chips contain so much power that you can only have *one* of them in your Folder under normal circumstances!

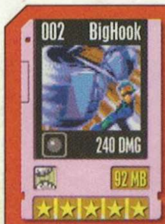
## Team ProtoMan Giga Chips



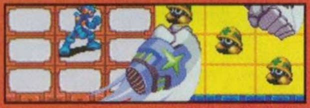
Z | Gift from Chaud (Chapter 7)



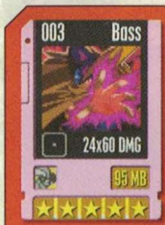
ProtoMan slices the closest enemy with a WideSwrd-range attack. Press the A button after the slash, but before ProtoMan teleports to add up to two more slashes to the attack.



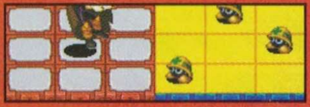
G | Defeat the Lord of Chaos



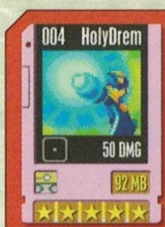
Two colossal Duo fists fly through the entire enemy area, striking all enemies. The center column is hit by both fists, causing double damage.



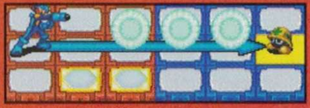
X | Defeat Bass ß



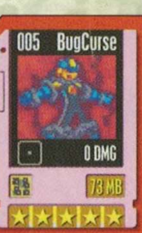
Bass appears and fires his twin BassBusters into the enemy field 24 times, attacking random Panels. Better for clearing out groups of weak enemies than against Navis.



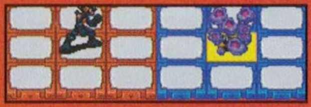
H | Nebula Hole 4 PMD



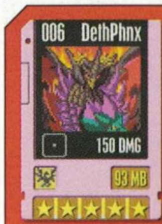
Fires a single energy blast normally, but sacrifices any Holy Panels on the field to fire more. Combine with a Snctuary Chip for more power. Can fire up to 19 energy blasts! Cannot be used by Dark MegaMan.



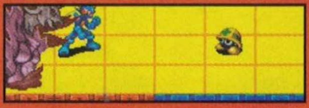
C | Undernet 2 BugDealer (100 Frags)



Causes multiple random bugs in all enemies' programming. Requires Dark MegaMan to use.

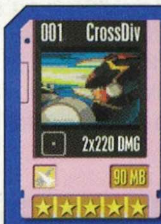


D | Higsby's (25000Z, Chapter 6)

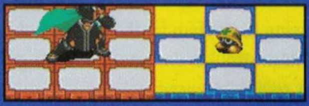


The Death Phoenix appears and covers the entire battlefield in flames. All enemies are hit 1~2 times. In linked NetBattles, the Death Phoenix also uses the last NaviChip attack used by your opponent.

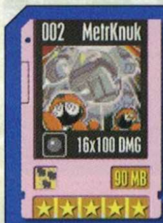
## Team Colonel Giga Chips



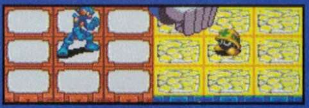
C | Gift from Baryl (Chapter 7)



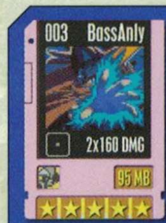
Colonel targets the first enemy in his row and performs two diagonal slashes, striking the center enemy twice, and each of the four diagonal Panels once. If there is no enemy in the row, he targets the Panel three ahead.



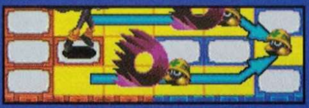
M | Defeat the the Lord of Chaos



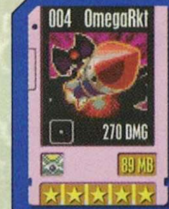
Giant Duo fists target an enemy. If the first fist destroys its target, the next fist targets another, and so on. Otherwise, the fists strike random Panels, up to 16 attacks. All struck Panels are cracked, as well. Cannot be used by Dark MegaMan.



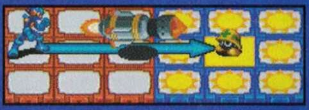
F | Defeat Bass ß



Bass performs his Hells Rolling attack. This move hits the five Panels to the sides and in front of Bass, plus cuts through the top and bottom rows. Enemies two and three Panels ahead of Bass are safe, though.



R | Nebula Hole 4 PMD



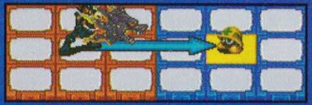
Fires an Omega Rocket across the center row. When it strikes an enemy or obstacle, it explodes and damages all surrounding Panels, similar to the Spreader attack. The missile breaks any guards in the enemy or obstacle directly hit. If it reaches the right edge without striking anything, the right two columns are hit.

### 005 BugCharg

200 DMG

77 MB

**B** Undernet 2 BugDealer (100 Frags)



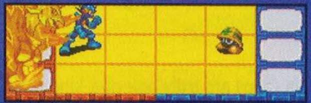
A powerful forward cannon-style attack. Normally fires only one shot, but the more bugs that are present in anyone on the field, the more rounds that are fired. Removes all bugs from MegaMan's programming when fired. Requires Dark MegaMan to use.

### 006 Phoenix

150 DMG

95 MB

**P** Higsby's (25000Z, Chapter 6)



The four columns in the center of the battlefield are pummeled by a hail of meteors, striking random Panels. MegaMan also regains 30% of his maximum HP. The attack range does not change, regardless of territory conditions. Combine with a Fan Chip to pull enemies in the back row into the attack range.

## Battle Chips Index – Dark Chips

Changed from their previous incarnation, the incredibly powerful Dark Chips are now collected just like any other Chip. They can be placed in any customizable Folder, but they fall under the Giga Chips rules; only one in the Folder at a time!

Like before, Dark Chips permanently sap 1 HP from MegaMan's total when used, as well as cause a programming bug in him for the duration of battle. Repeated use of Dark Chips also attunes Mega's soul to darkness, preventing him from using certain light-based Chips until his soul is "cleansed."

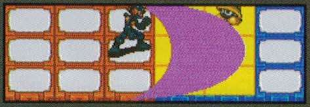
However, Dark Chips have another use; by uniting them with a compatible Navi Soul the way you would a normal Chip, they activate the Chaos Unison, a dark counterpart to the Double Soul! While these Unisons let you use the power of the Dark Chips without the normal downsides, they do carry their own grave danger! (See Chapter 3.5 for a full explanation of the Chaos Unisons.)

### 001 DrkSword

400 DMG

99 MB

**Z** SciLab Front old man (500Z), BadFldr, Order



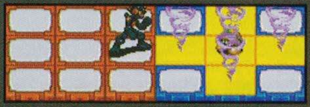
The DrkSword slices through two columns in front of MegaMan. Causes a bug in the MegaBuster that gives it a 50% chance of jamming. Enemies hit by the attack have a 25% chance of attack misfire.

### 002 DarkTorn

8x50 DMG

99 MB

**T** OldMine 6 guy (500Z), Order



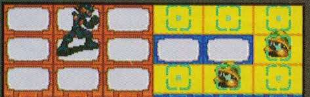
Creates a series of multi-hit tornados in three different patterns. Causes a bug that takes away 100HP from Mega every time the Custom Menu is opened. Hit opponents receive damage every time the Custom Window opens, five points for every hit they took.

### 003 DarkCirc

300 DMG

99 MB

**R** ChipMkrComp BMD, Order



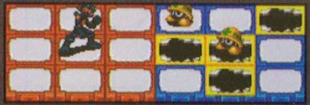
A targeting reticule circles the outer Panels of the enemy area. Pressing the A button stops the reticule, and the target Panel, as well as the next six are attacked. Causes a bug in MegaMan that deals 100 damage when the Custom Window opens. Struck enemies take 50 damage when the Custom Window opens.

### 004 DarkMetr

10x100 DMG

99 MB

**F** SciLab dock lady (3000Z), Order



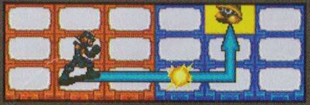
Unleashes a hail of meteors on any Panels enemies have occupied throughout the entire fight. Randomly chooses between 12, 14, or 16 meteors. Causes a bug that depletes MegaMan's HP while the Custom Menu is open. Struck enemies also lose HP in the Custom Menu, but at a much slower rate.

### 005 DarkThnd

200 DMG

99 MB

**M** SciLab Front Mr. Quiz, BadFldr, Order



DarkThnd releases a thunder-ball that seeks out the closest enemy, homing in on its position. Stuns the enemy on contact. Causes a bug that depletes MegaMan's HP while the Custom Menu is open. Struck enemies also lose HP in the Custom Menu, but at a much slower rate.

### 006 DrkRecov

+1000 HP

99 MB

**H** End Area 2 HeelNavi, Order

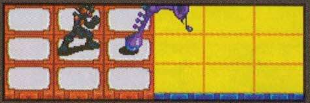
Instantly restores 1000HP. Causes a bug that drains MegaMan's HP during battle at an incredible rate.

### 007 DrkSonic

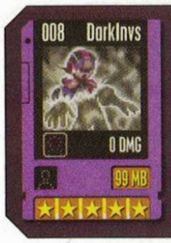
0 DMG

99 MB

**E** ACDC Town guy (2000Z), Order

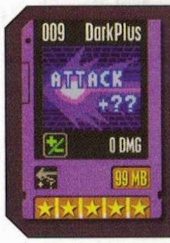


Creates a 100HP Trumpy Virus in front of MegaMan. Every time the Trumpy sounds off, it paralyzes everything in the enemy field. Creates a bug that causes MegaMan to instantly teleport to the edge of his area when moved.



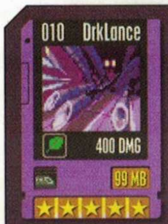
| | |
|---|---|
| I | GargCastle trade (AntiDmg *), BadFldr, Order |
| * | NT (#68799876) |

DarkInvs actually turns MegaMan berserk, causing him to teleport wildly and unload unlimited Dark Chip attacks until the Custom Gauge fills. Creates a bug that causes MegaMan to instantly teleport to the edge of his area when moved.

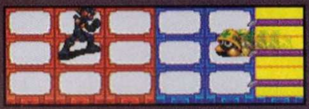


| | |
|---|---|
| * | Undernet 1 BMD, Order |

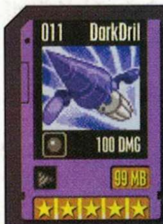
When activated by itself, adds 50 to the next Chip attack. Creates a bug that causes MegaMan to instantly teleport to the edge of his area when moved.



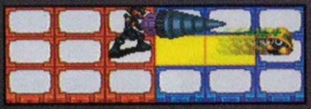
| | |
|---|---|
| W | SciLab Dock Quiz Master, Order |



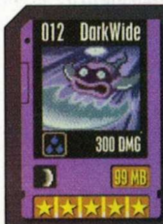
A trio of bamboo lances strikes the back column, pushing any enemy they hit into the center column. Creates a bug that causes MegaMan to become confused every time he is hit with an enemy attack.



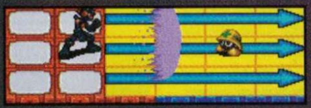
| | |
|---|---|
| D | End Area 1 HeelNavi (3000Z), Order |



A massive drill strikes two Panels ahead, inflicting damage the entire time it is deployed. Pushes enemies back one Panel. Creates a bug that gives MegaMan a 50% of creating a Poison Panel when he moves. Struck enemies have a 25% chance of creating Poison Panels.



| | |
|---|---|
| T | SciLab 4 girl Navi (1000Z), Order |



Fires a three-panel-wide Aqua wave, covering the rows above and below MegaMan. The wave cuts through all enemies and obstacles. Causes a bug in the MegaBuster that gives it a 50% chance of jamming. Enemies hit by the attack have a 25% chance of attack misfire.

# Extra Folders

Throughout the game, you get the chance to install extra pre-set Chip Folders. You can't change the content of these Folders, but using their fixed contents can give you a new challenge. Not only that, but simply having them gives you the chance to fill a few holes in your Chip Library.

## BnusFldr

S001 Cannon A
S001 Cannon A
S001 Cannon B
S001 Cannon B
S004 AirShot *
S004 AirShot *
S004 AirShot *
S004 AirShot *
S005 Vulcan1 D
S005 Vulcan1 D
S005 Vulcan1 D
S005 Vulcan1 D
S034 MiniBomb L
S034 MiniBomb L
S034 MiniBomb L
S034 MiniBomb L
S053 Sword S
S053 Sword S
S053 Sword S
S053 Sword S
S054 WideSwrd S
S054 WideSwrd S
S137 CrakOut *
S137 CrakOut *
S137 CrakOut *
S140 Recov10 A
S140 Recov10 A
S140 Recov10 A
S178 Attck+10 *
S178 Attck+10 *

## MrFolder

S003 M-Cannon F
S003 M-Cannon F
S003 M-Cannon G
S003 M-Cannon H
S015 TankCan1 E
S015 TankCan1 E
S015 TankCan1 E
S031 Thunder *
S031 Thunder *
S048 SeaSeed *
S049 IceSeed *
S050 GrasSeed *
S060 MoonBld1 E
S060 MoonBld1 E
S060 MoonBld1 E
S066 YoYo D
S066 YoYo E
S066 YoYo F
S083 HotBody1 F
S083 HotBody1 F
S083 HotBody1 F
S090 CusVolt2 G
S090 CusVolt2 G
S090 CusVolt2 G
S105 Lance C
S123 Fanfare *
S160 Blinder *
M001 SuprVulc S
M003 Meteors R
M004 NumbrBl N

## Xfolder

S002 HiCannon D
S002 HiCannon D
S002 HiCannon E
S002 HiCannon F
S004 AirShot *
S004 AirShot *
S006 Vulcan2 A
S006 Vulcan2 B
S006 Vulcan2 C
S008 Spreader C
S008 Spreader D
S008 Spreader E
S009 MrkCan1 S
S009 MrkCan1 S
S009 MrkCan1 S
S012 Pulsar1 F
S012 Pulsar1 F
S012 Pulsar1 F
S018 WideSht1 L
S018 WideSht1 M
S018 WideSht1 N
S024 CactBal1 H
S024 CactBal1 I
S024 CactBal1 J
S030 CustBlt1 A
S030 CustBlt1 A
S030 CustBlt1 A
M001 SprVulcn S
M005 Guardian O
M019 Roll R

## BadFldr

S012 Pulsar1 P
S012 Pulsar1 P
S012 Pulsar1 P
S012 Pulsar1 P
S033 Static N
S033 Static N
S033 Static N
S043 BugBomb T
S043 BugBomb T
S043 BugBomb T
S060 MoonBld1 N
S060 MoonBld1 N
S060 MoonBld1 N
S060 MoonBld1 N
S067 DrilArm1 J
S067 DrilArm1 J
S067 DrilArm1 J
S130 VDoll Z
S163 Invisibl *
S163 Invisibl *
S172 AntiDmg M
S173 AntiSwrd R
S174 AntiNavi T
S175 AntiRecv J
M042 BlizManDS B
M045 ShadeMnDS S
M048 CloudMnDS C
D001 DarkSwrd M
D005 DarkThnd M
D008 DarkInvs I

# Chip Traders

F
100
Explodes when touchdown

Lan got a BattleChip: "GridMan F"!!!

Chip Traders may not be the most reliable source of new Chips, but they're certainly a good way to clear out a cluttered pack and maybe get something new and good in return. Traders use an auto-save feature, so once you get your new Chip in return, there's no resetting to try again! Remember to be careful and not put in Chips you might need, and always keep at least four of any Chip you have!

Each Trader has its own selection of stock that it chooses from at set odds, depending on Chip rarity. The Letter Code for the selected Chip is also chosen at random from all available Codes.

## Higsby Chip Trader Stock

Cost: 3 Chips per new Chip

**★ (28/64 odds)**

S001 Cannon
S005 Vulcan1
S009 MrkCan1
S012 Pulsar1
S015 TankCan1
S018 WideSht1
S021 ElcReel1
S024 CactBal1
S034 MiniBomb
S035 EnergBom
S037 CrakBom
S040 Quake1
S051 Sword
S060 MoonBld1
S063 Katana1
S067 DrilArm1
S071 Skully1
S074 AqWhirl1
S077 AirSpin1
S080 FireHit1
S083 HotBody1
S086 SideBub1
S093 Astroid1
S096 SpShake1
S099 Voltz1
S102 WoodNos1
S113 TimeBom1
S116 BoyBomb1
S120 RockCube
S127 RedFrut1
S131 Guard1
S134 CrsShld1
S137 CrakOut
S138 DublCrak
S139 TripCrak
S140 Recov10
S141 Recov30
S142 Recov50
S148 PanlGrab
S178 Attck+10

**★★ (24/64 odds)**

S004 AirShot
S006 Vulcan2
S008 Spreader
S047 LavaSeed
S048 SeaSeed
S049 IceSeed
S050 GrasSeed
S052 WideSwrd
S089 CusVolt1
S121 Wind
S122 Fan
S123 Fanfare
S143 Recov80
S149 AreaGrab
S153 PnlRetrn
S164 Barrier
S176 CopyDmg
S177 LifeSync
S180 ColorPt

**★★★**

**(6/64 odds)**

S031 Thunder
S032 Tornado
S053 LongSwrd
S056 CustSwrd
S058 Slasher
S059 WindRack
S066 YoYo
S092 Boomerang
S154 Geddon1
S157 SloGauge
S160 Blinder
S163 Invisibl
S167 BblWrap

**★★★★**

**(4/64 odds)**

S109 RainyDay

## Ship Chip Trader Special

Cost: 10 Chips per new Chip

**★ (12/64 odds)**

S001 Cannon
S005 Vulcan1
S012 PlsBeam1
S015 TankCan1
S018 WideSht1
S021 ElcReel1
S024 CactBal1
S034 MiniBomb
S035 EnergBom
S037 CrakBom
S040 Quake1
S051 Sword
S060 MoonBld1
S063 Katana1
S067 DrilArm1
S071 Skully1
S074 AqWhirl1
S077 AirSpin1
S080 FireHit1
S083 HotBody1
S086 SideBub1
S089 CusVolt1
S093 Astroid1
S096 SpShake1
S099 Voltz1
S102 WoodNos1
S113 TimeBom1
S116 BoyBomb1
S120 RockCube
S127 RedFrut1
S131 Guard1
S134 CrsShld1
S137 CrakOut
S138 DublCrak
S139 TripCrak
S140 Recov10
S141 Recov30
S142 Recov50
S148 PanlGrab
S164 Barrier
S178 Attck+10

**★★ (18/64 odds)**

S002 HiCannon
S004 AirShot
S006 Vulcan2
S008 Spreader
S013 PlsBeam2
S016 TankCan2
S019 WideSht2
S022 ElcReel2
S025 CactBal2
S038 Parabomb
S041 Quake2
S047 LavaSeed
S048 SeaSeed
S049 IceSeed
S050 GrasSeed
S052 WideSwrd
S061 MoonBld2
S064 Katana2
S068 DrilArm2
S072 Skully2

## Ship Chip Trader Special cont.

Cost: 10 Chips per new Chip

S075 AqWhirl2
S078 AirSpin2
S081 FireHit2
S084 HotBody2
S087 SideBub2
S090 CusVolt2
S094 Astroid2
S097 SpShake2
S100 Voltz2
S103 WoodNos2
S114 TimeBom2
S117 BoyBomb2
S121 Wind
S122 Fan
S123 Fanfare
S124 Discord
S128 RedFrut2
S132 Guard2
S135 CrsShld2
S143 Recov80
S144 Recov120
S149 AreaGrab
S153 PanelRtn
S159 BusterUp
S160 Blinder
S176 CopyDmg
S177 LifeSync
S180 ColorPt

**★★★**

**(18/64 odds)**

S043 BugBomb
S053 LongSwrd
S058 Slasher
S145 Recov150
S163 Invisibl
S165 Barr100
S167 BblWrap
M019 Roll
M025 GyroMan
M031 NapalmMn
M034 MagnetMn
M025 ShadoMan
M031 ThmwkMan
M034 KnightMn
M040 BlizMan
M043 ShadeMan
M046 CloudMan

## Oran Chip Trader Special

Cost: 10 Chips per new Chip

**★ (12/64 odds)**

S001 Cannon
S005 Vulcan1
S009 MrkCan1
S012 PlsBeam1
S015 TankCan1
S018 WideSht1
S021 ElcReel1
S024 CactBal1
S034 MiniBomb
S035 EnergBom
S037 CrakBom
S040 Quake1
S051 Sword
S060 MoonBld1
S063 Katana1
S067 DrilArm1
S071 Skully1
S074 AqWhirl1
S077 AirSpin1
S080 FireHit1
S083 HotBody1
S086 SideBub1
S089 CusVolt1
S093 Astroid1
S096 SpShake1
S099 Voltz1
S102 WoodNos1
S113 TimeBom1
S116 BoyBomb1
S120 RockCube
S127 RedFrut1
S131 Guard1
S134 CrsShld1
S137 CrakOut
S138 DublCrak
S139 TripCrak
S140 Recov10
S141 Recov30
S142 Recov50
S148 PanlGrab
S164 Barrier
S178 Attck+10

**★★ (18/64 odds)**

S002 HiCannon
S004 AirShot
S006 Vulcan2
S008 Spreader
S010 MrkCan2
S013 PlsBeam2
S016 TankCan2
S019 WideSht2
S022 ElcReel2
S025 CactBal2
S036 MegEnBom
S038 Parabomb
S041 Quake2
S047 LavaSeed
S048 SeaSeed
S049 IceSeed
S050 GrasSeed
S052 WideSwrd
S061 MoonBld2
S064 Katana2
S068 DrilArm2
S072 Skully2
S075 AqWhirl2
S078 AirSpin2
S081 FireHit2
S084 HotBody2
S087 SideBub2
S090 CusVolt2
S094 Astroid2
S097 SpShake2
S100 Voltz2
S103 WoodNos2
S106 WavePit
S114 TimeBom2
S117 BoyBomb2
S121 Wind
S122 Fan
S123 Fanfare
S124 Discord
S125 Timpani
S126 Silence
S128 RedFrut2
S132 Guard2
S135 CrsShld2
S143 Recov80
S144 Recov120
S149 AreaGrab
S153 PanelRtn
S159 BusterUp
S160 Blinder
S162 HolyPanl
S176 CopyDmg
S177 LifeSync
S180 ColorPt

**★★★**

**(18/64 odds)**

S003 M-Cannon
S005 Vulcan3
S011 MrkCan3
S014 PlsBeam3
S017 TankCan3
S020 WideSht3
S023 ElcReel3
S026 CactBal3
S030 ElemRage
S031 Thunder
S032 Tornado
S033 Static
S039 ResetBom
S042 Quake3
S043 BugBomb
S044 CannBall
S053 LongSwrd
S056 CustSwrd
S058 Slasher
S059 WindRack
S062 MoonBld3
S065 Katana3
S066 YoYo
S069 DrilArm3
S070 AirHock
S073 Skully3
S076 AqWhirl3
S079 AirSpin3
S082 FireHit3
S085 HotBody3
S088 SideBub3
S092 Boomer
S091 CusVolt3
S095 Astroid3
S098 SpShake3
S101 Voltz3
S104 WoodNos3
S107 RedWave
S111 Magnum
S115 TimeBom3
S118 BoyBomb3
S129 RedFrut3
S133 Guard3
S136 CrsShld3
S145 Recov150
S146 Recov200
S151 GrabBack
S154 Geddon1
S155 Geddon2
S157 SloGuage
S158 FstGuage
S161 NrthWind
S163 Invisibl
S165 Barr100
S167 BblWrap
S168 AntiFire
S169 AntiWatr
S170 AntiElec
S171 AntiWood
S172 AntiDamg

## OranChipTraderSpecial cont.

Cost: 10 Chips per new Chip

S173 AntiSwrd
S175 AntiRecv
S179 Navi+20
M022 ProtoMan
M028 SerchMan
M037 Meddy
M022 Colonel
M028 NumbrMan
M037 ToadMan
M049 CosmoMan
M052 LarkMan
M055 GridMan

**★★★★ (12/64 odds)**

S045 BlkBomb
S046 Geyser
S054 WideBlde
S055 LongBlde
S057 VarSword
S105 Lance
S108 MudWave
S109 RainyDay
S130 VDoll
S147 Recov300
S150 MetaGel
S152 GrabRvng
S156 Geddon3
S166 Barr200
S174 AntiNavi

## Undernet6BugFragTrader

Cost: 10 BugFrags per new Chip

**★★ (18/64 odds)**

S036 MegEnBom
S126 Silence

**★★★ (18/64 odds)**

S003 M-Cannon
S011 MrkCan3
S014 PlsBeam3
S017 TankCan3
S020 WideSht3
S023 ElcReel3
S026 CactBal3
S030 ElemRage
S032 Tornado
S033 Static
S039 ResetBom
S042 Quake3
S043 BugBomb
S044 CannBall
S058 Slasher
S062 MoonBld3
S065 Katana3
S069 DrilArm3
S073 Skully3
S076 AqWhirl3
S079 AirSpin3
S082 FireHit3
S085 HotBody3
S088 SideBub3
S091 CusVolt3
S095 Astroid3
S098 SpShake3
S101 Voltz3
S104 WoodNos3
S111 Magnum
S112 CircGun
S115 TimeBom3
S118 BoyBomb3
S119 Mine
S129 RedFrut3
S133 Guard3
S136 CrsShld3
S145 Recov150
S146 Recov200
S157 SloGuage
S158 FstGuage
S161 NrthWind
S168 AntiFire
S169 AntiWatr
S170 AntiElec
S171 AntiWood
S173 AntiSwrd
S175 AntiRecv
S179 Navi+20

**★★★★ (12/64 odds)**

S045 BlkBomb
S046 Geyser
S054 WideBlde
S055 LongBlde
S057 VarSword
S104 Lance
S108 MudWave
S109 RainyDay
S110 Snake
S130 VDoll
S147 Recov300
S150 MetaGel
S152 GrabRvng
S156 Geddon3
S166 Barr200
S174 AntiNavi
M001 SuprVulc
M004 NumbrBl
M005 Guardian
M006 Jealousy
M007 Poltrgst
M008 BugFix
M009 FullCust
M011 Snctuary
M012 Attck+30
M013 DblPoint
M016 BlakWing
M018 Z-Saber
M020 RollSP
M021 RollDS
M023 ProtoMnSP
M024 ProtoMnDS
M026 GyroManSP
M027 GyroManDS
M029 SerchMnSP
M030 SerchMnDS
M032 NaplmMnSP
M033 NaplmMnDS
M035 MagntMnSP
M036 MagntMnDS
M038 MeddySP
M039 MeddyDS
M023 ColonelSP
M024 ColonelDS
M026 ShadoMnSP
M027 ShadoMnDS
M029 NumbrMnSP
M030 NumbrMnDS
M032 TmhwkMnSP
M033 TmhwkMnDS
M035 KnghtMnSP
M036 KnghtMnDS
M038 ToadManSP
M039 ToadManDS
M041 BlizManSP
M042 BlizManDS
M044 ShadeMnSP
M045 ShadeMnDS
M047 CloudMnSP
M048 CloudMnDS
M050 CosmoMnSP
M051 CosmoMnDS
M053 LarkManSP
M054 LarkManDS
M056 GridManSP
M057 GridManDS

**★★★★★ (4/64 odds)**

M002 NeoVari
M003 Meteors
M010 LifeAur
M014 Muramasa
M015 Anubis
M017 JustcOne

The Zoktai Trader is a bit different from the others in the game. First of all, it only appears if you've played a Crossover Battle by linking to Konami's *Boktai* with a GBA link. And rather than trading old Chips, you trade points earned in the Crossover Battle. But this Trader has some Chips you can't get in the others!

**Cost: 10 Points per new Chip**

| Chip | Odds |
|---|---|
| S012 Pulsar1 | 3/16 |
| S013 Pulsar2 | 2/16 |
| S027 GunDelS1 | 3/16 |
| S028 GunDelS2 | 3/16 |
| M043 ShadeMan | 3/16 |
| M058 Django | 2/16 |

**Cost: 20 Points per new Chip**

| Chip | Odds |
|---|---|
| S012 Pulsar1 | 2/16 |
| S013 Pulsar2 | 2/16 |
| S027 GunDelS1 | 2/16 |
| S028 GunDelS2 | 2/16 |
| M043 ShadeMan | 2/16 |
| M045 ShadeManDS | 4/16 |
| M058 Django | 2/16 |

**Cost: 30 Points per new Chip**

| Chip | Odds |
|---|---|
| S013 Pulsar2 | 2/16 |
| S014 Pulsar3 | 2/16 |
| S028 GunDelS2 | 2/16 |
| S029 GunDelS3 | 2/16 |
| M016 BlakWing | 2/16 |
| M044 ShadeManSP | 1/16 |
| M045 ShadeManDS | 2/16 |
| M059 DjangoSP | 1/16 |
| M060 DjangoDS | 2/16 |

**Cost: 50 Points per new Chip**

| Chip | Odds |
|---|---|
| S014 Pulsar3 | 2/16 |
| S029 GunDelS3 | 2/16 |
| M016 BlakWing | 2/16 |
| M044 ShadeManSP | 2/16 |
| M059 DjangoSP | 2/16 |
| M060 DjangoDS | 2/16 |
| Z019 Otekno | 2/16 |
| Z020 GunDelEX | 2/16 |

## ProgramAdvances

Certain three-Chip combinations result in a Program Advance—an attack more powerful than the total of the individual Chips.

Program Advances can be formed through two different patterns: selecting the same Chip with multiple letter Codes in alphabetical order, or selecting different Chips with the same letter Code. While the latter is less intuitive, they do make organizing a smooth-loading Folder much easier.

Remember that a single ★-Code Chip can be substituted into a Program Advance. Any more than that, though, and no Advance is formed.

### 001 - GigaCan1

**400 DMG**

Cannon A / B / C

### 002 - GigaCan2

**500 DMG**

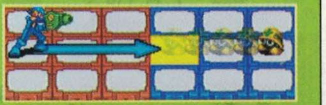
HiCannon D / E / F

### 003 - GigaCan3

**600 DMG**

Cannon F / G / H

MegaMan fires a super-powerful Cannon blast with the same attack range as a normal Cannon Chip. The blast pushes whatever it hits to the furthest unoccupied Panel.



## 004 - InfVulc1

**20x20 DMG**

Vulcan1 C / D / E

## 005 - InfVulc2

**24x20 DMG**

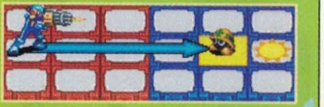
Vulcan2 A / B / C

## 006 - InfVulc3

**28X20 DMG**

Vulcan3 L / M / N

MegaMan fires a long-lasting stream of Vulcan bullets. The Panel behind the target is also struck. MegaMan cannot move while firing, leaving him vulnerable to counterattack.



## 007 - Boxer1

**9x100 DMG**

FireHit1 O / P / Q

## 008 - Boxer2

**9x150 DMG**

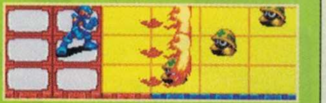
FireHit2 H / I / J

## 009 - Boxer3

**9x200 DMG**

FireHit3 E / F / G

Flaming punches randomly strike the Panels ahead of MegaMan. Move as far forward as possible to decrease the potential number of wasted punches; AreaGrab can really help, as well.

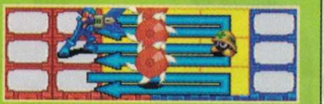


## 021 - GreatYo

**6x100 DMG**

YoYo D / E / F

MegaMan unleashes three YoYos that reach the third column ahead. The final column is struck six times, the columns between are hit twice as the YoYos move across them. MegaMan cannot move while the YoYos are out.

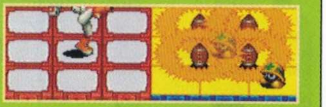


## 026 - Football

**4x180 DMG**

MrkCan2 F / MrkCan2 F / GridManSP F
MrkCan2 F / MrkCan2 F / GridManDS F

Are you ***READY FOR SOME FOOTBALL?!*** GridMan kicks four footballs into the enemy field, each one striking four different Panels. If MegaMan is in the center Panel of his area when activated, the center enemy Panel is struck four times.



## 010 - SuprSpr1

**3x100 DMG**

WideSht1 L / M / N

## 011 - SuprSpr2

**3x120 DMG**

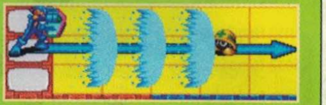
WideSht2 E / F / G

## 012 - SuprSpr3

**3x140 DMG**

WideSht3 S / T / U

MegaMan fires a trio of WideSht waves. Unlike normal WideSht attacks, these pierce through enemies and obstacles to hit everything in their path.



## 013 - ShakPar1

**3x80 DMG**

SpShake1 G / H / I

## 014 - ShakPar2

**3x110 DMG**

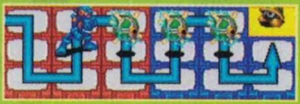
SpShake2 B / C / D

## 015 - ShakPar3

**3x140 DMG**

SpShake3 S / T / U

A trio of Shakey Viruses is released into the field from behind MegaMan, floating forward in a wave pattern that covers all Panels. If they come in contact with an obstacle, they orbit it until they collide with an enemy.



## 016 - CacDanc1

**12x30 DMG**

CactBal1 H / I / J

## 017 - CacDanc2

**12x40 DMG**

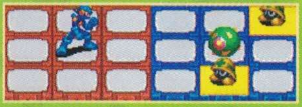
CactBal2 Q / R / S

## 018 - CacDanc3

**12x50 DMG**

CactBal3 L / M / N

A series of CactBals are dropped into the enemy field. Any that land on empty Panels roll like normal CactBals, damaging anything in their path.

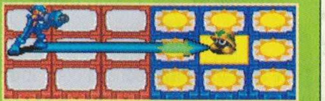


## 019 - H-Burst

**50+(8x50) DMG**

Spreader C / D / E

MegaMan fires a Spreader shot. If it strikes an enemy or obstacle, all surrounding Panels are hit eight times.

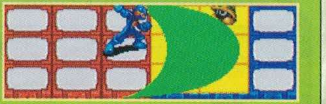


## 020 - LifeSwrd

**400 DMG**

Sword S / WideSwrd S / LongSwrd S
Sword S / WideBlde S / LongBlde S

MegaMan slices through two full columns ahead of him with a massive sword blade. Combined with AreaGrab, opponents have nowhere to run.

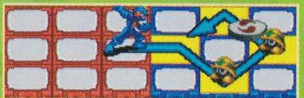


## 022 - PitHoky

**19x100 DMG**

AirHoc Q / R / S

MegaMan releases a fast-moving AirHoc puck into the enemy field that lasts longer than the normal version. MegaMan is mobile the entire time. It smashes through obstacles and guards.

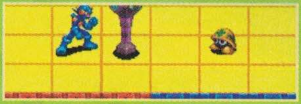


## 023 - PoisPhar

**Variable DMG**

BugBomb A / Geddon3 A / Anubis A

A 300HP PharoahMan statue is set in the Panel in front of MegaMan. As long as the statue is up, poison smoke rapidly drains all enemy HP; MegaMan is unaffected.

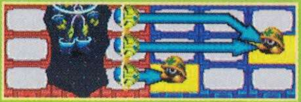


## 024 - CsmoPris

**9x60 DMG**

Astroid3 C / Astroid3 C / CosmoMnSP C
Astroid3 C / Astroid3 C / CosmoMnDS C

CosmoMan releases three sets of three Cosmo Planets across each row. Each Planet can shift one row to home in on an enemy.

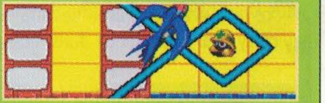


## 025 - WildBird

**3x200 DMG**

Katana1 S/ Katana1 S / LarkManSP S
Katana1 S/ Katana1 S / LarkManDS S

LarkMan strikes the full column MegaMan is in, and then strikes the first enemy in the same row as Mega, circling to hit anything the Panels around it, as well.

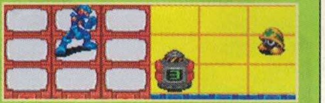


## 028 - TimeBom+

**600 DMG**

TimeBom1 H / TimeBom2 H / TimeBom3 H

A 300HP TimeBomb is placed in a random Panel of the first enemy column. If the timer reaches zero, every enemy Panel is struck for massive damage.

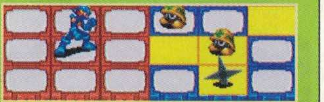


## 029 - BodyGrd

**10x70 DMG**

AntiDmg M / AntiNavi M / Muramasa M

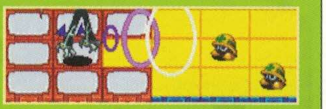
A rain of shuriken descends from the sky into the enemy field, striking random Panels.



### 027 - BigNoise

**400 DMG**

Pulsar 3 S / Pulsar3 S / ShadeMnSP S
Pulsar 3 S / Pulsar3 S / ShadeMnDS S

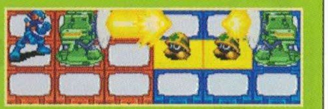


ShadeMan emits a sonic shriek that strikes the Panel ahead of him then spreads out to hit the next three full columns. Enemies not destroyed are briefly paralyzed by the attack.

### 030 - PileDrvr

**10x30 DMG**

GunDelS3 D / GunDelS3 D / DjangoSP D
GunDelS3 D / GunDelS3 D / DjangoDS D



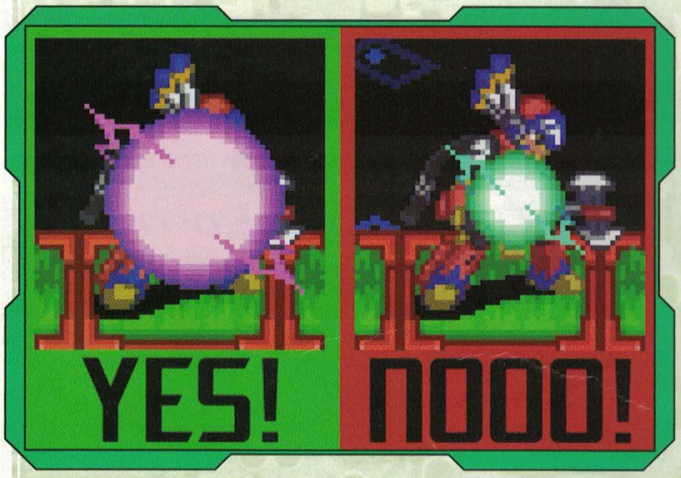
A massive solar cannon appears in the Panel in front of MegaMan, and fires a multi-hit beam. If the furthest Panel in the row is unoccupied, a second cannon appears to fire a beam in the opposite direction. It cannot be used by Dark MegaMan.

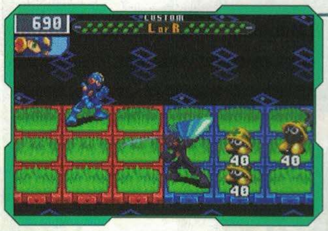
## Double Soul & Chaos Soul

As time goes on and more Navis join your team, their soul data syncs with MegaMan's. The Double Soul allows Mega to alter his form and abilities to match his teammates. These forms come with incredible advantages, including new attacks, increasing the strength of certain Chips, and other special enhancements to Mega's abilities.

By selecting a Chip of a Type that matches your available Souls and hitting the "Unite" button in the Custom Window, MegaMan merges with the corresponding Navi Soul for three turns (a turn being each time you open the Custom Window), more if you use a SoulT+ Customizer Program. MegaMan is then free to select Chips as normal.

New to the system is the Chaos Unison, a power gained upon freeing MegaMan from the Dark Soul influence in the fourth Liberate Mission. It's largely similar to the Double Soul; only this version allows you to use Dark Chips' powers without permanently depleting your HP or tainting Mega's soul with Darkness. To activate it, simply select the Dark Chip as you would a normal Chip and hit "Unite". The Chaos Unisons' Dark-Chip Charge Shots make them generally more powerful, but they carry their own unique drawbacks and risks.





First of all, Chaos Unisons only last for one turn, and not even SoulT+ can increase this. Of course, as powerful as they are, in most instances one turn is more than enough. But the real threat is in the charge shot! Unleash the shot when the energies are glowing green-blue, and not only do you lose the Soul power, but the Dark Soul MegaMan is unleashed onto the field! This dark doppelganger is nigh-impossible to damage, much less delete, and can really ruin your battle with its rapid-fire assault of every Chip you've got—even if they're not in your Folder! DarkMega vanishes after a while, but he really, really hurts.

There are other limitations to both Soul styles. You cannot Soul-merge with a Regular Chip; it needs to be one of the randomly-selected Chips in your Folder. You can only merge with an individual Soul once per fight, so make the most use of your turns. Also, MegaMan cannot Double Soul-merge when he's worried or dark! The Chaos Unison is still available then, though.

*Remember that when MegaMan changes into a Soul with an Element property (Fire, Aqua, Elec, Wood) he also takes on the weaknesses of that Element. So be careful!*

# Team ProtoMan Soul Unisons

## Magnet Soul/Magnet Chaos

Upon defeating ShadeMan in the second Liberate Mission, MegaMan and MagnetMan's soul data syncs to give Mega a new electric-based form. Sacrifice an Elec Chip or the DarkThnd Chip to activate this form.

### Shared Abilities

- All Elec Chips can be charged up by holding the A button down. When released, they do double damage.
- Pressing ← + **B** paralyzes all enemies in the same row as MegaMan. This attack doesn't affect guard-protected enemies, however.
- MegaMan is not thrown off of Magnet Panels.

### Double Soul Abilities

- **MagBolt**: The Charged Shot draws enemies in the same row into the closest open Panel. If MegaMan is in the Panel next to them, the enemy is struck for 40 points of damage, plus an extra 10 points per Buster Attack Level.

### Chaos Soul Abilities

- **Dark Thunder**: MegaMan's charged shot acts like the DarkThnd Chip, sending a roaming electrical spark that chases enemies. Does 200 points of damage and stuns the target.

## Gyro Soul/Gyro Chaos

After the third Liberate Mission and the defeat of CloudMan, MegaMan earns this wind-based form (although he doesn't get the chance to use it until Chapter 5). Sacrifice a Wind Chip or the DarkTorn Chip to activate this form.

### Shared Abilities

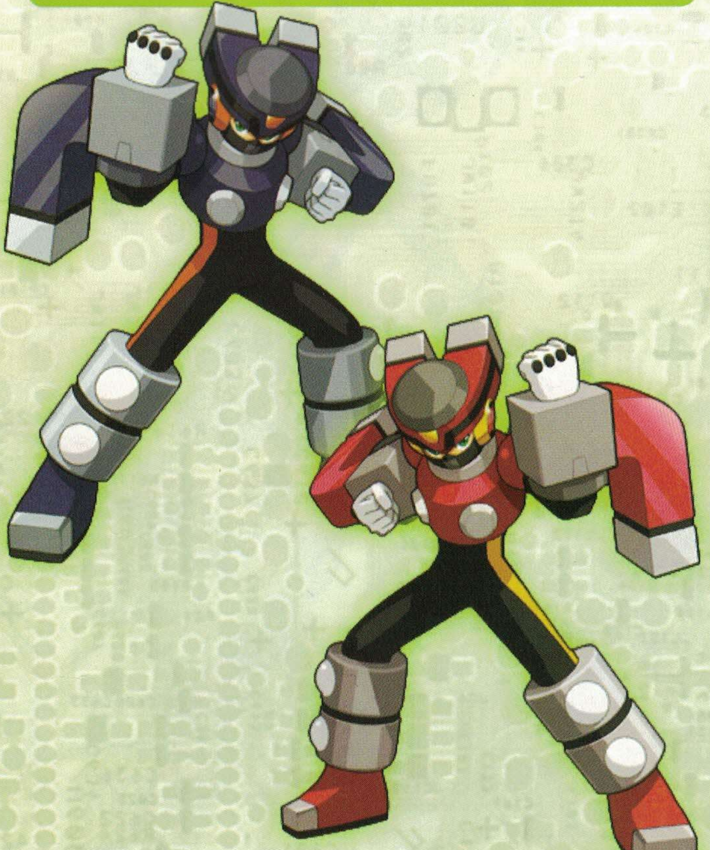
- MegaMan gains the effects of the Customizer Programs "AirShoes" & "FlotShoe" automatically, letting him cross holes and ignore negative Panel effects.
- As long as the propeller on MegaMan's back is spinning, all Wind and Null Chips do double damage, although using a Null Chip causes the propeller to stop. Use a Wind Chip to restart the propeller. Program Advances, support Chips like Recov, and soul-darkening Chips do not stop the prop.

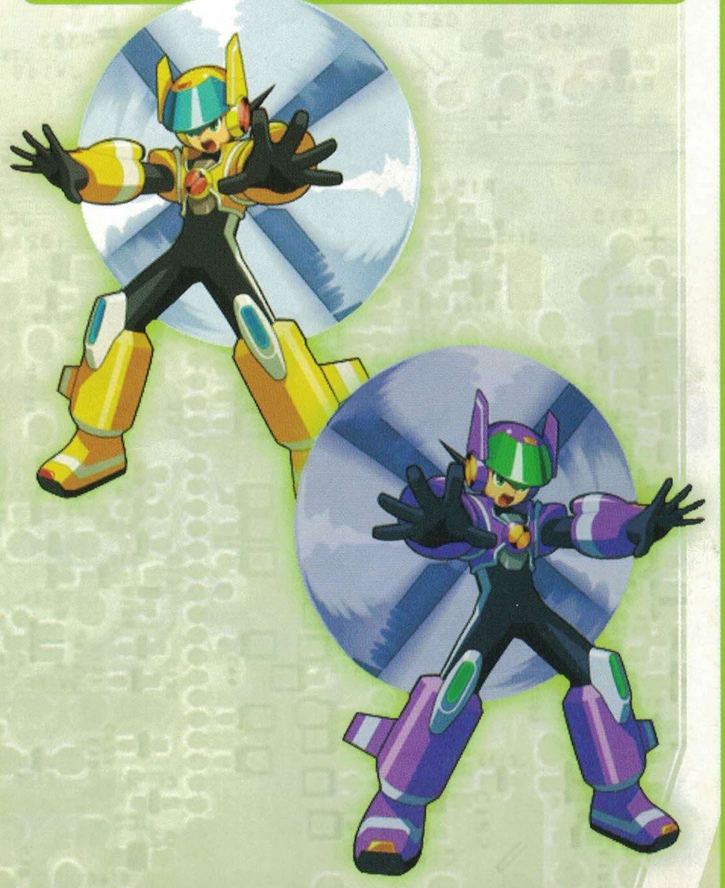
### Double Soul Abilities

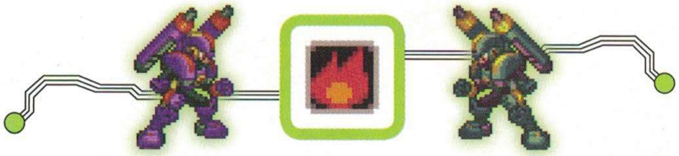
- **Tornado Arm**: MegaMan's Charge Shot fires a tornado through the three Panels ahead. The first panel is struck once, the second twice, and the final Panel three times at 15 damage each plus 5 points per Buster Attack Level.

### Chaos Soul Abilities

- **Dark Tornado**: The Charged Shot acts like the DarkTorn Chip, unleashing multiple tornados into the enemy field that strike up to eight times at 50 damage each.







## Napalm Soul/Napalm Chaos

Gained after MegaMan is rescued from the Dark Soul influence in the fourth Liberate Mission, the Napalm Soul emphasizes powerful Fire attacks. Sacrifice a Fire Chip or the DarkMetr Chip to activate this form.

### Shared Abilities

- Charge up a Fire Chip with the A button. When released, MegaMan launches a Napalm Bomb that seeks the nearest enemy. The explosion does double the charged Chip's normal attack power. When used normally, Fire-Element chips gain 40 points of power.

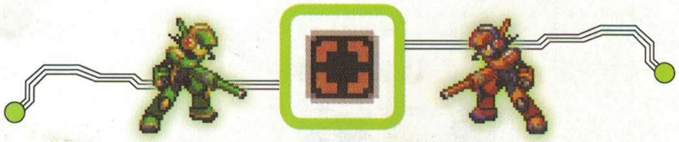
- By stepping on Lava Panels, MegaMan soaks up the magma instead of taking damage. The next Fire Chip used gains 10 points of attack power per Panel soaked up.

### Double Soul Abilities

- **Fire Vulcan**: Similar to the Vulcan Chip attack, the Charged Shot fires three rapid Fire shots for 10 damage each (per Buster Attack Level).

### Chaos Soul Abilities

- **Dark Meteo**: Just like the DarkMetr Chip, the Charged Shot now unleashes a hail of 10 meteors that strike random Panels, breaking empty panels and doing 100 damage to enemies or obstacles.



## Search Soul/Search Chaos

Gained with the completion of the fifth Liberate Mission and the deletion of CosmoMan, the Search form is all about accuracy and pinpoint attacks. Sacrifice a Cursor Chip or the DarkCirc Chip to activate this form.

### Shared Abilities

- All invisible and hiding enemies are revealed the instant the Soul goes into effect.

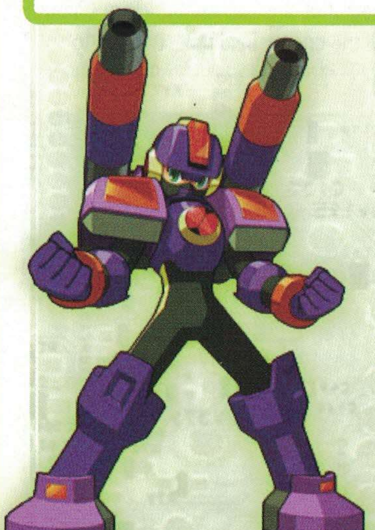
- In the Custom Window, you can shuffle unselected Chips out and replace them with a new selection up to three times per turn simply by pressing the new "Shuffle" button. Excellent for arranging Program Advances.

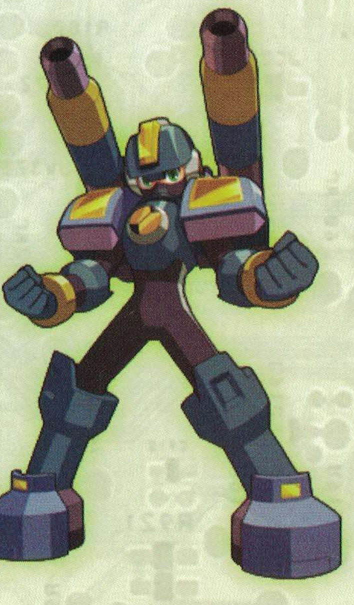
### Double Soul Abilities

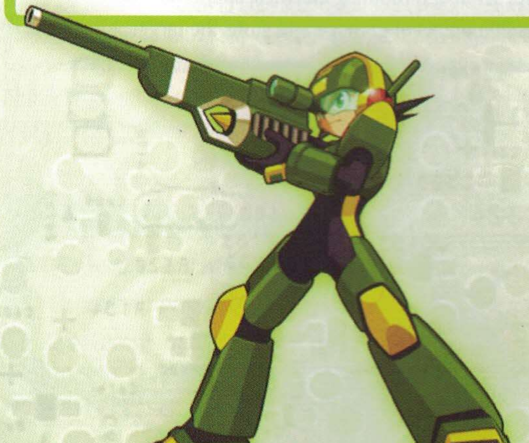
- **Scope Gun**: Sends a targeting reticule into the field. Upon finding an enemy, MegaMan fires at the panel no matter where he is, five bursts at 10 damage each (per Buster Attack Level). MegaMan cannot move while firing.

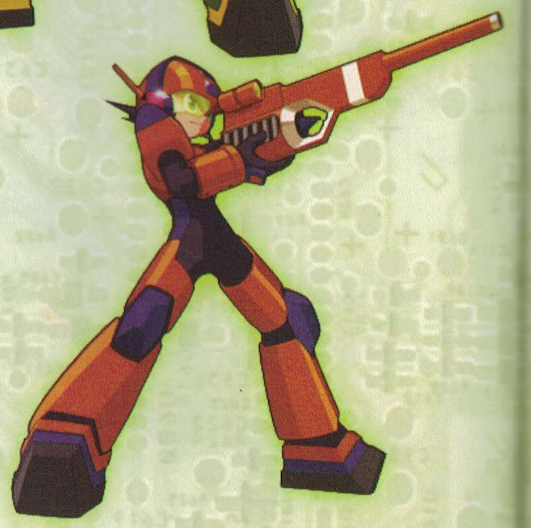
### Chaos Soul Abilities

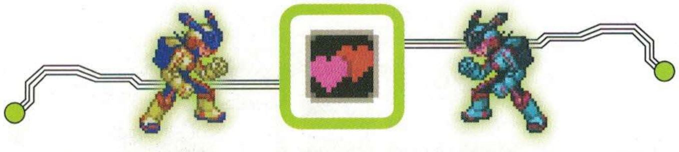
- **Dark Circle**: Behaves like the DarkCirc Chip. Charged Shots send a targeting reticule into the enemy area, press A to stop the reticule and strike the target panel (plus six more in the sequence) for 300 damage.











## Meddy Soul/Meddy Chaos

Won by completing the sixth Liberate Mission and rescuing ProtoMan from a Dark Soul fate. While it uses Healing Chips to activate, it's all about adding special effects to your Battle Chips by attaching one of the two differently-colored Capsules in the Custom Menu to them. Sacrifice a Healing Chip or the DrkRecov Chip to activate this form.

### Shared Abilities

**Black Capsule**: Adds Blind to the Chip attack.

**Pink Capsule**: MegaMan recovers HP when the Chip is used.

**Purple Capsule**: Adds programming bugs to the Chip attack.

**White Capsule**: Adds Paralysis to the Chip attack.

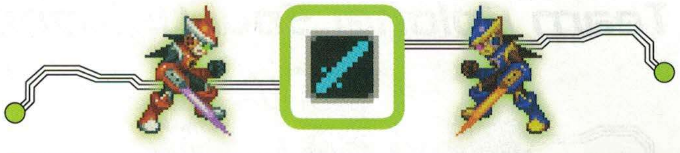
**Yellow Capsule**: Adds Confusion to the Chip attack.

### Double Soul Abilities

**Capsule Bomb**: The Charge Shot hurls a Capsule three Panels ahead, doing 30 damage +10 for each extra Buster Attack Level. If it lands on an unoccupied Panel, the Capsule explodes shortly after, damaging two connecting Panels; to the sides of the Capsule lands horizontally, above and below if it lands vertically.

### Chaos Soul Abilities

**Dark Recovery**: Same as the DrkRecov Chip, the Charged Shot now restores up to 1000 HP to MegaMan.



## Proto Soul/Proto Chaos

Gained once Meddy cures ProtoMan of his Dark Soul curse in Chapter 6, this form is all about enhancing Sword attacks. Sacrifice a Sword Chip or the DrkSword Chip to activate this form.

### Shared Abilities

Charge up any Sword Chip with the A button. Upon release, MegaMan leaps two Panels forward and slices with the sword's attack pattern, doing double the Chip's damage. MegaMan cannot leap into occupied Panels, or holes without AirShoes installed.

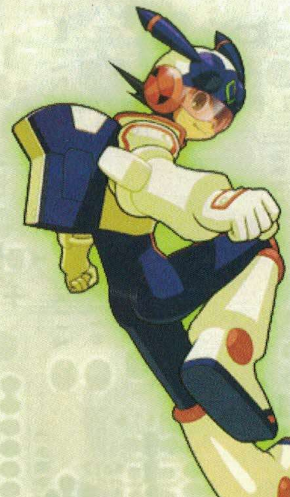
Press ← + **B** to throw up the ProtoShield, reflecting enemy attacks back as a shockwave that does 50 points of damage.

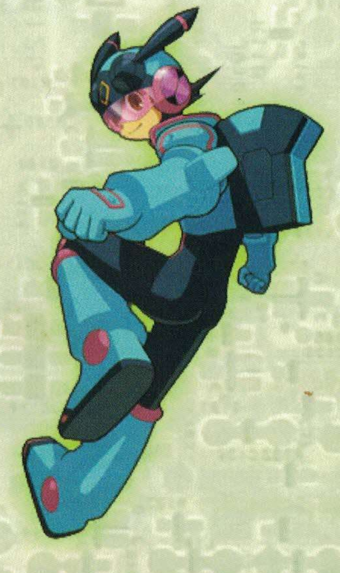
### Double Soul Abilities

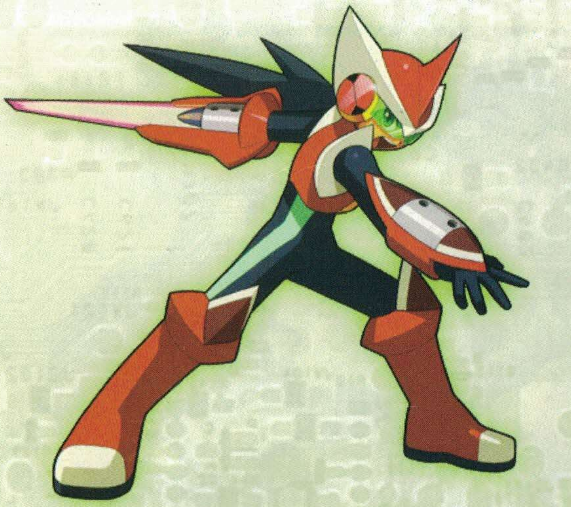
**WideSword**: The Charged Shot causes MegaMan to slash with a WideSwrd-style attack for 80 damage, plus 10 points for every extra Buster Attack level.

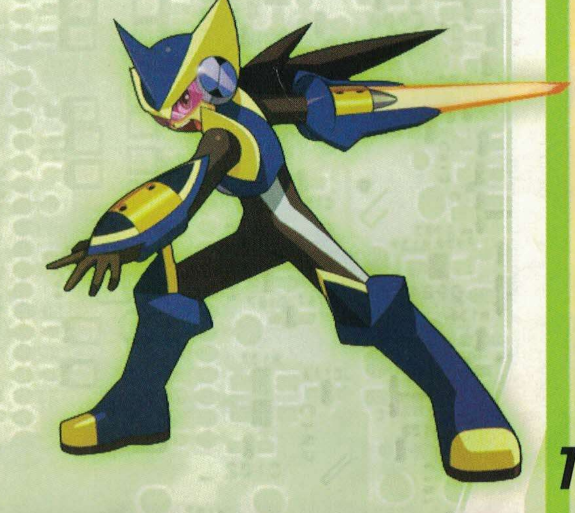
### Chaos Soul Abilities

**DarkSword**: The Charged Shot behaves like the DrkSword Chip, slicing two full columns' worth of Panels for 400 points of damage.

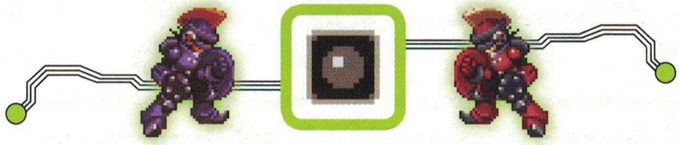








# Team Colonel Soul Unisons



## Knight Soul/Knight Chaos

Won after the second Liberate Mission and ShadeMan's defeat, this form emphasizes raw power and heavy defense. Sacrifice a Break Chip or the DrkDrill Chip to activate this form.

### Shared Abilities

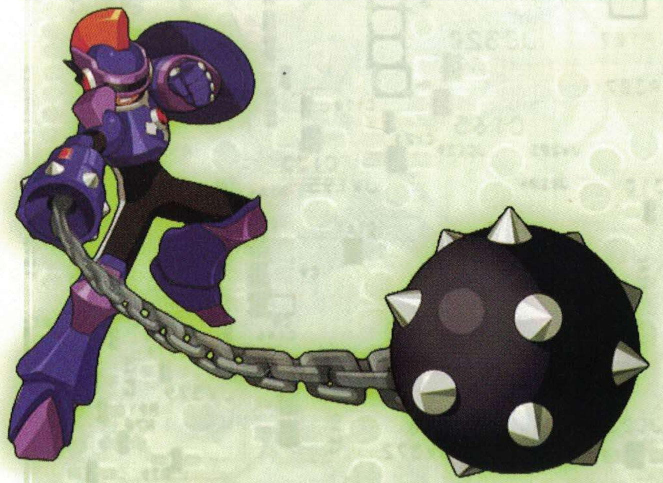
- Charge up Break Chips (like AirHoc) with the A button to double their damage rating.
- When you use any normal attack Chip while in the front column, MegaMan is invincible while the attack animation is playing.

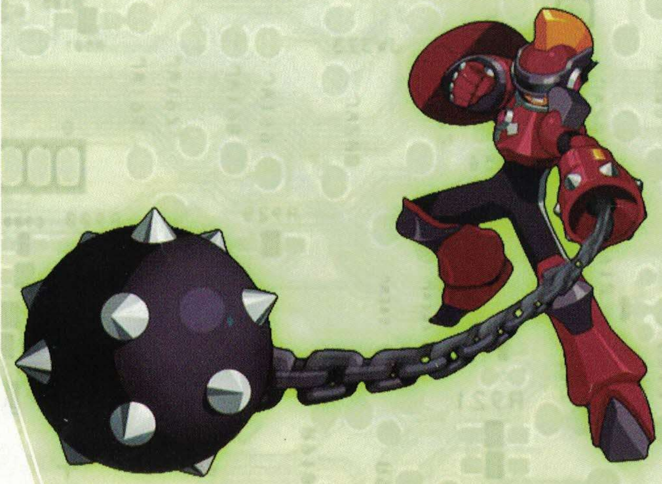
### Double Soul Abilities

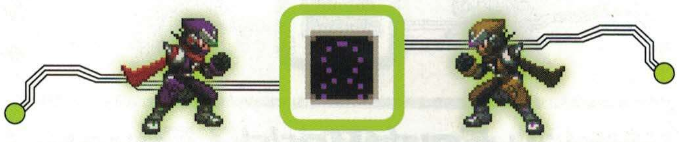
- **Royal Wrecking Ball**: The Charged Shot unleashes a spiked ball that hits all Panels immediately surrounding MegaMan. Struck enemies are Confused and take 40 damage +10 points per extra Buster Attack Level.

### Chaos Soul Abilities

- **Dark Drill**: Same as the DrkDrill Chip, the Charged Shot creates a drill that strikes the two Panels ahead of MegaMan for 100 damage. Enemies hit by the Drill are pushed back one Panel; if they're in the closest Panel, they get two hits.







## ShadowSoul/ShadowChaos

Gained after the third Liberate Mission and the fall of CloudMan, evasion and sneak attacks are this Soul's strengths. Sacrifice an Invisible Chip or the DarkInvs Chip to activate this form.

### Shared Abilities

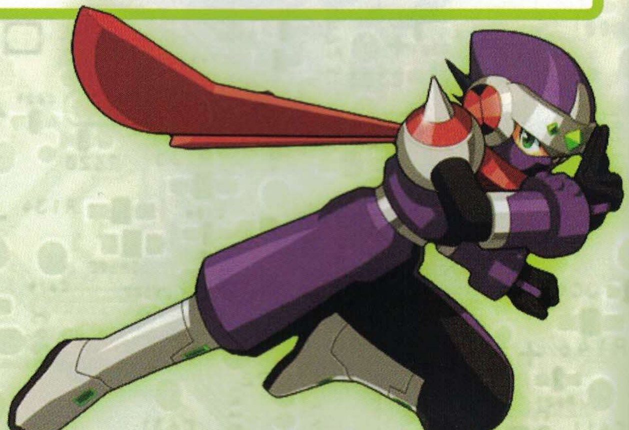
- Charge up Sword Chips with the A button. When released, MegaMan leaps behind the closest enemy and attacks with the Sword type.
- Pressing ← + **B** activates the AntiDamg attack. If correctly timed, MegaMan takes no damage from getting hit, and hurls Shuriken at the attacking enemy for 120 damage.
- MegaMan has the FlotShoe Customizer Program effects automatically applied, letting him ignore negative Panel effects.
- MegaMan's movement speed is greatly increased.

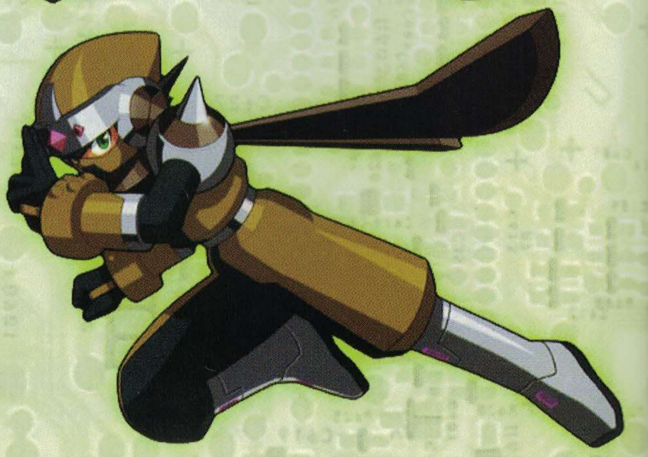
### Double Soul Abilities

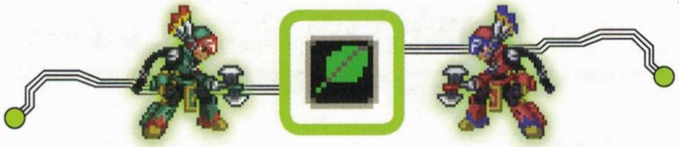
- **LongSword**: The Charged Shot becomes the LongSwrd attack, slicing the two Panels in front of MegaMan for 60 damage +5 points for every extra Buster Attack level.

### Chaos Soul Abilities

- **Dark Invis**: The Charged Shot unleashes the DarkInvs attack, sending Mega into a berseker rage.







## Tomahawk Soul/ Tomahawk Chaos

After saving MegaMan from his Dark Soul control, the Wood-Element form is made available. Sacrifice a Wood Chip or the DrkLance Chip to activate this form.

### Shared Abilities

- All Panels turn to Grass Panels once the Soul goes into effect.
- When standing on a Grass Panel, any Wood Chip used gets its attack power doubled. However, this reverts the Grass Panel back to a Normal Panel the Chip is used.
- MegaMan gradually recovers lost HP by standing on Grass Panels.
- MegaMan is unaffected by status changes like Blind, Paralysis, etc.

### Double Soul Abilities

- **Tomahawk Swing**: The Charged Shot activates this wide-slash attack that covers an entire two columns' worth of Panels for 70 damage, plus 10 points per Buster Attack level. There is a delay before the swipe where MegaMan is vulnerable, though.

### Chaos Soul Abilities

- **Dark Lance**: The Charged Shot becomes the DrkLance attack; stabbing all Panels in the last enemy column for 400 damage and pushing anything that survives one Panel forward.

## Number Soul/Number Chaos

With the downfall of CosmoMan in the fifth Liberate Mission, MegaMan gains this form that increases his Chips' powers and availability. Sacrifice a Variable Chip or the DarkPlus Chip to activate this form.

### Shared Abilities

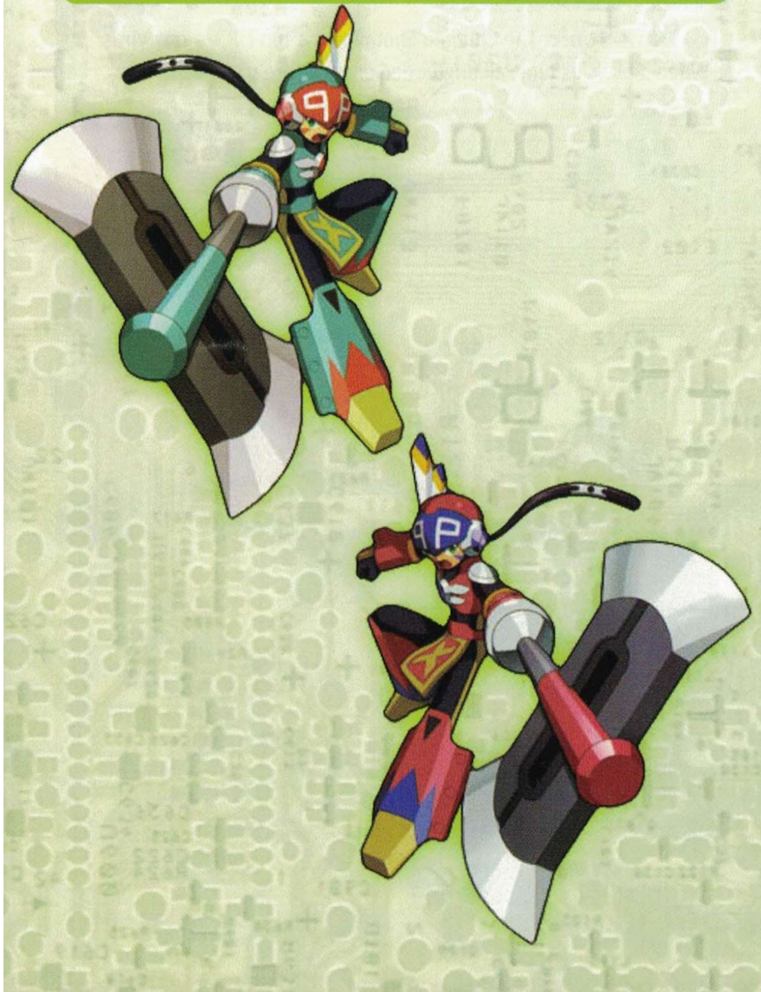
- All normal attack Chips gain a 10-point boost in damage ratings.
- MegaMan gets to choose from 10 Battle Chips in the Custom Menu, simplifying the setup of Program Advances.

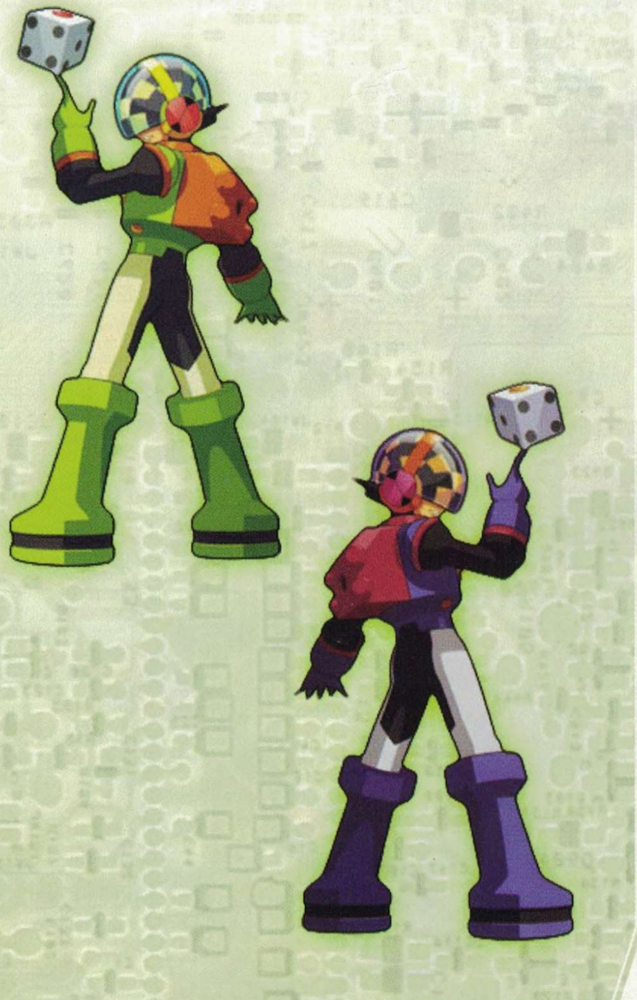
### Double Soul Abilities

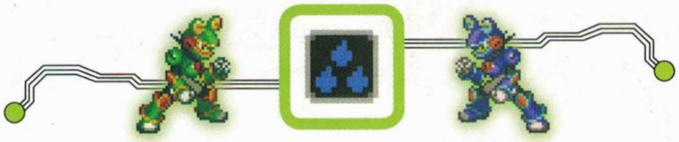
- **Dice Bomb**: MegaMan throws a Dice Bomb three Panels ahead with the Charge Shot. If it hits an enemy, it only does 10 damage. If it lands on an empty Panel, it does five points of damage, plus five more per Buster Attack level, all multiplied by the result of the dice roll.

### Chaos Soul Abilities

- **Dark Plus**: The Charge Shot does not directly attack, but instead adds 50 points to the next Chip or Program Advance's damage rating. This bonus is applied to all hits in the attack.







## Toad Soul/Toad Chaos

Once ProtoMan is free from the Dark Soul, MegaMan gains this form that favors Aqua attacks. Sacrifice an Aqua Chip or the DrkWide Chip to activate this form.

### Shared Abilities

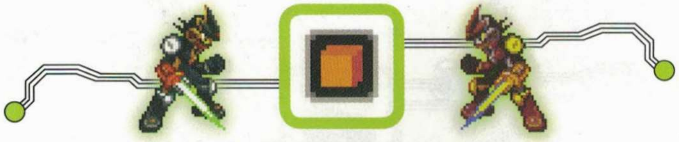
- All Aqua Chips gain a 30 point damage bonus.
- Aqua Chips can be charged up with the A button. When released, they do double damage.
- MegaMan hides when he moves over an Aqua Panel, rendering him invincible until he moves or attacks.

### Double Soul Abilities

- **Shocking Melody**: The Charged Shot unleashes a paralyzing note with limited homing abilities. Does 20 damage, plus 10 points for every Buster Attack level.

### Chaos Soul Abilities

- **Dark Wide**: The Charged Shot becomes the DarkWide attack, unleashing an Aqua wave that covers three full rows, piercing through enemies and obstacles for 300 damage.



## Colonel Soul/Colonel Chaos

With Colonel free of the Dark Soul influence, his soul syncs with MegaMan's to awaken this form. Sacrifice an Obstacle Chip or the DrkSound Chip to activate this form.

### Shared Abilities

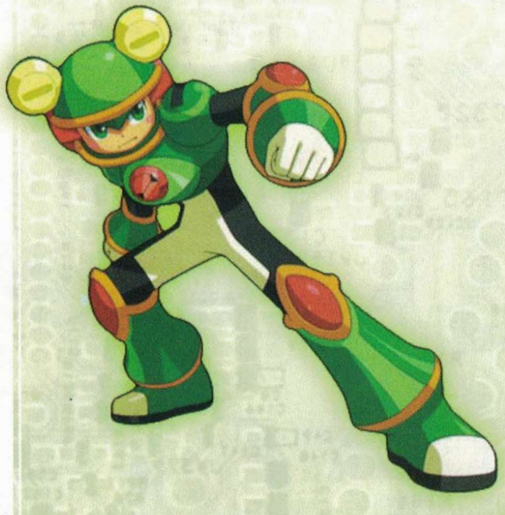
- In the Custom Window, you can select any Null-Element normal attack Chip as your new Charge Shot move for the turn.
- If an enemy enters a row to the right of an obstacle on their side of the field, the obstacle transforms into a Colonel Army Soldier that fires three Vulcan rounds with a Paralyzing effect. Each shot does 10 damage, plus double your Buster's attack power.
- If an enemy enters a row within two Panels to the left of an obstacle on their side of the field, the obstacle transforms into a Colonel Army Soldier that slices with a LongSword with a Paralyzing effect. The attack does 40 damage, plus 10 times your Buster's attack power.

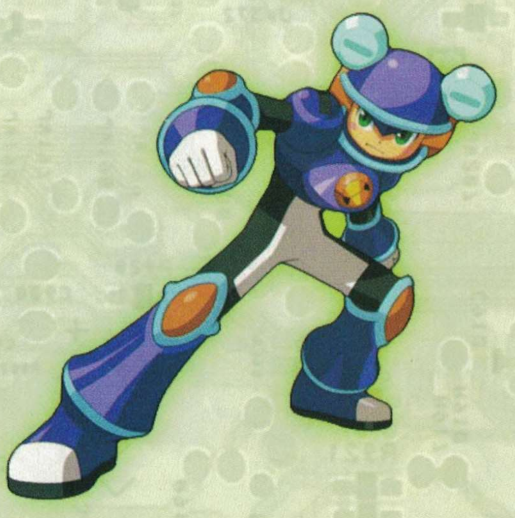
### Double Soul Abilities

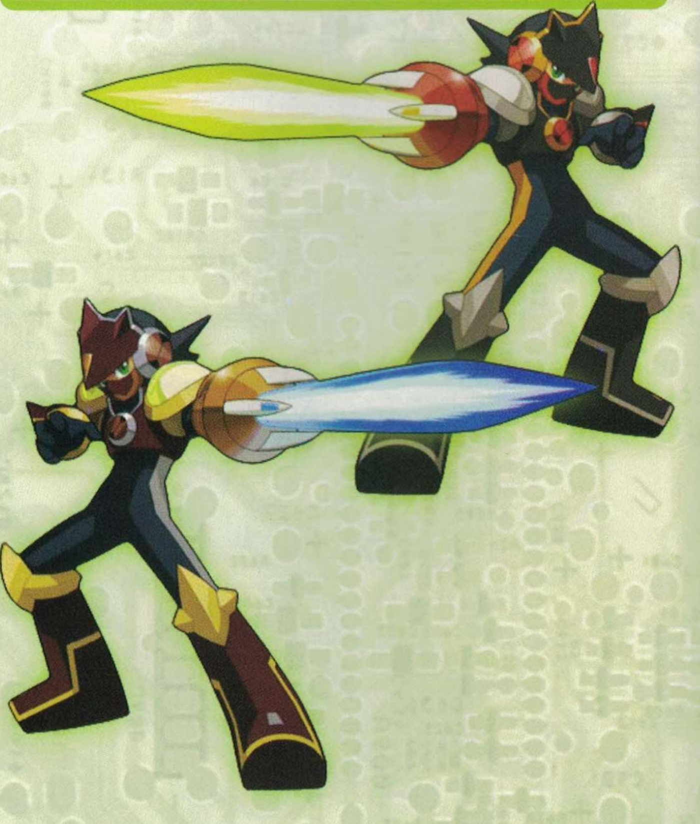
- **Screen Divide**: The Charged Shot slices the first enemy in the same row as MegaMan for 50 damage, plus 10 points for every extra Buster Attack level. The Panels above-left and below-left are also struck.

### Chaos Soul Abilities

- **Dark Sonic**: The Charged Shot places a 100-HP Trumpy Virus. When it plays its tune, all unguarded enemies are paralyzed.







# Navi Customizer

The Navi Customizer is a fantastic way to power up MegaMan with a wide variety of abilities for almost any function. By placing Program Blocks into the grid, MegaMan gains new abilities and improvements to his base stats. Just remember the rules when programming MegaMan to prevent bugs in his system:

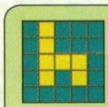
- No two Program Blocks of the same color can touch each other.
- There can only be up to four different colors of Program in the grid at any time.
- "Flat" Program Parts must pass through the Program Line.
- Textured Plus Parts cannot pass through the Program Line.

Of course, a crafty programmer may break some of these rules to purposely cause certain bugs…

| Program Acquisition Legend | |
|---|---|
| BMD | Blue Mystery Data |
| PMD | Purple (locked) Mystery Data |

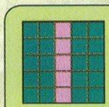
## Program Parts

Texture-less Program Blocks are Program Parts, which give MegaMan new abilities. These Blocks must intersect with the Program line in order to work. Otherwise, they cause bugs in Mega's programming.



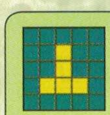
### AirShoes

| | |
|---|---|
| Colors: | Yellow |
| Effect: | MegaMan can move over broken Panels and holes. |
| Bug Type: | Panel |
| Obtained: | End Area Area 4 BMD, Undernet 1 BMD |



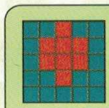
### AutoHeal

| | |
|---|---|
| Colors: | Pink |
| Effect: | MegaMan automatically restores a portion of his lost HP after battles. |
| Bug Type: | Panel |
| Obtained: | Oran 3 Program Dealer (5500z) |



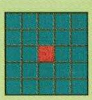
### Battery

| | |
|---|---|
| Colors: | Yellow |
| Effect: | Attracts Elec-Element Viruses in random encounters. |
| Bug Type: | Field |
| Obtained: | AirComComp BMD |



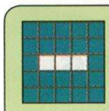
### AntiMagc

| | |
|---|---|
| Colors: | Red |
| Effect: | Press B when attacked to avoid damage and hurl shuriken at the enemy field. |
| Bug Type: | Processing |
| Obtained: | Trade AntiDmg F Chip to NormlNavi in HelmetComp. |



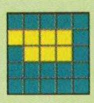
### AutoRun

| | |
|---|---|
| Colors: | White |
| Effect: | MegaMan always runs on maps, even without pressing the run button |
| Bug Type: | Panel |
| Obtained: | SciLab 3 BugFrag Dealer (8 Bugs) |



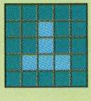
### BugStop

| | |
|---|---|
| Colors: | White |
| Effect: | Removes all Bugs from improper Customizer programming. Does not prevent Dark Chip bugs. |
| Bug Type: | None |
| Obtained: | Undernet 3 Program Dealer (13000z) |



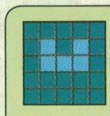
### Collect

| | |
|---|---|
| Colors: | Yellow |
| Effect: | Always win a Chip from random encounters. |
| Bug Type: | Result |
| Obtained: | End Area 1 PMD |



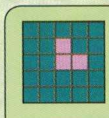
### Fish

| | |
|---|---|
| Colors: | Blue |
| Effect: | Attracts Aqua-Element Viruses in random encounters. |
| Bug Type: | Field |
| Obtained: | Undernet 3 Program Dealer (4200z) |



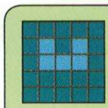
### FstBarr

| | |
|---|---|
| Colors: | Blue |
| Effect: | At the start of battle, gives MegaMan a barrier that nullifies one hit. |
| Bug Type: | Processing |
| Obtained: | SquirrelComp 15 BMD |



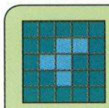
### Humor

| | |
|---|---|
| Colors: | Pink |
| Effect: | When controlling Lan, press L to hear some truly awful (yet oddly amusing) jokes. |
| Bug Type: | Emotion |
| Obtained: | End Area 4 Mr. Prog (Chapter 6) |



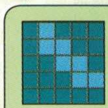
### Chivalry

| | |
|---|---|
| Colors: | Blue |
| Effect: | When controlling MegaMan, press L to hear some deep thoughts from MegaMan. |
| Bug Type: | Emotion |
| Obtained: | Finish the Quiz King's quiz at Oran BigCave. |



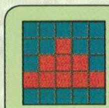
### Custom1

| | |
|---|---|
| Colors: | Blue |
| Effect: | Adds one more available Chip to the Custom Menu. |
| Bug Type: | Custom |
| Obtained: | SciLab 1 BMD, Undernet 3 Program Dealer (5500z) |



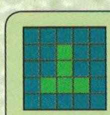
### FlotShoe

| | |
|---|---|
| Colors: | Blue |
| Effect: | MegaMan ignores negative Panel effects. |
| Bug Type: | Panel |
| Obtained: | SciLab 3 BugFrag Dealer (40 Bugs) |



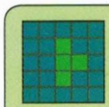
### GigFldr1

| | |
|---|---|
| Colors: | Red |
| Effect: | Allows one more Giga Chip in MegaMan's Folder. |
| Bug Type: | Custom |
| Obtained: | Undernet 2 BugFrag Dealer (90 Bugs) |



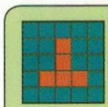
### Jungle

| | |
|---|---|
| Colors: | Green |
| Effect: | Attract Wood-Element Viruses in random encounters. |
| Bug Type: | Field |
| Obtained: | Undernet 3 Program Dealer (3000z) |



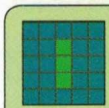
### MegFldr1

| | |
|---|---|
| Colors: | Green |
| Effect: | Allows MegaMan to carry one more Mega Chip in his active Folder. |
| Bug Type: | Custom |
| Obtained: | Oran 3 Program Dealer (4700z), SciLab 4 BMD |



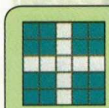
### OilBody

| | |
|---|---|
| Colors: | Red |
| Effect: | Attracts Fire-Element Viruses in random encounters. |
| Bug Type: | Field |
| Obtained: | FactoryComp 2 BMD |



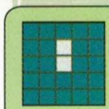
### Shield

| | |
|---|---|
| Colors: | Green |
| Effect: | Press B to bring up a shield that blocks most enemy attacks. |
| Bug Type: | Processing |
| Obtained: | SciLab 2 BMD |



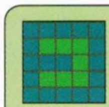
### SoulClen

| | |
|---|---|
| Colors: | White |
| Effect: | Speeds up the "lightening" MegaMan's Soul if he turns Dark. |
| Bug Type: | Processing |
| Obtained: | Trade Justice J Chip to Mr. Prog in OldComp |



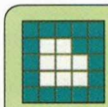
### UnderSht

| | |
|---|---|
| Colors: | White |
| Effect: | Restores 1 HP if MegaMan's HP hits zero once per battle, saving him from deletion |
| Bug Type: | Processing |
| Obtained: | Get with Customizer |



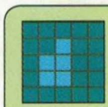
### Millions

| | |
|---|---|
| Colors: | Green |
| Effect: | Green Mystery Data always gives Zenny. |
| Bug Type: | Result |
| Obtained: | SciLab 3 BugFrag Dealer (22 Bugs) |



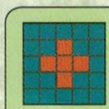
### Reflect

| | |
|---|---|
| Colors: | White |
| Effect: | Press B to bring up a shield that blocks enemy attacks and retaliates with a 50-point Shockwave. |
| Bug Type: | Processing |
| Obtained: | Undernet 3 Program Dealer (8700z) |



### SneakRun

| | |
|---|---|
| Colors: | Blue |
| Effect: | Reduces the chances of random enemy contact, but can't prevent storyline battles. |
| Bug Type: | Field |
| Obtained: | Undernet 2 BugFrag Dealer (20 Bugs) |



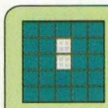
### SprArmor

| | |
|---|---|
| Colors: | Red |
| Effect: | MegaMan does not flinch when hit, letting him attack even when hit. |
| Bug Type: | Processing |
| Obtained: | Oran 3 Program Dealer (7800z) |

*Any Program Part Customizer Program larger than one block has a "compression code" that will remove one block when input. Highlight the Program you want to compress in the list [illegible]nused ones and hold right on the c[illegible]l pad, then enter a 10-button combo using the A, B, L and R buttons. The combinations are a secret, though!*

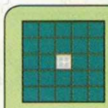
## Plus Parts

Program Blocks with a raised texture in each square are Plus Parts. These enhance MegaMan's base statistics, like his Buster ratings or Maximum HP. These Programs cannot intersect the Program line, or else MegaMan will be buggy.



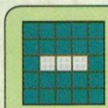
### Attack+1

| | |
|---|---|
| Colors: | Pink, White, Yellow |
| Effect: | Increases MegaBuster damage rating by 1. |
| Bug Type: | Buster |
| Obtained: | Get with Customizer (P), ShipComp 3 BMD (W), Undernet 3 BMD (Y) |



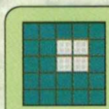
### Charge+1

| | |
|---|---|
| Colors: | White, Yellow |
| Effect: | Increases MegaBuster charging speed rating by 1. |
| Bug Type: | Buster |
| Obtained: | SquirrelComp 5 BMD (W), DrillComp 2 BMD (Y) |



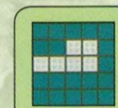
### HP+50

| | |
|---|---|
| Colors: | Pink, White |
| Effect: | Adds 50 to MegaMan's maximum HP. |
| Bug Type: | HP |
| Obtained: | Oran 3 Program Dealer (1300z) (W), NetBattleComp BMD (P) |



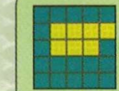
### HP+100

| | |
|---|---|
| Colors: | Pink, White, Yellow |
| Effect: | Adds 100 to MegaMan's maximum HP. |
| Bug Type: | HP |
| Obtained: | DrillComp BMD (W), ArmorComp BMD (Y), Gargoyle 2 BMD (P) |



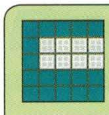
### HP+200

| | |
|---|---|
| Colors: | White, Yellow |
| Effect: | Adds 200 to MegaMan's maximum HP. |
| Bug Type: | HP |
| Obtained: | Oran 3 Program Dealer (6000z) (W), ACDC 1 BMD (Y) |



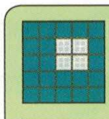
### HP+300

| | |
|---|---|
| Colors: | Yellow |
| Effect: | Adds 300 to MegaMan's maximum HP. |
| Bug Type: | HP |
| Obtained: | Undernet 2 BugFrag Dealer (30 Bugs) |



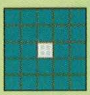
### HP+400

| | |
|---|---|
| Colors: | White |
| Effect: | Adds 400 to MegaMan's maximum HP. |
| Bug Type: | HP |
| Obtained: | Undernet 3 Program Dealer (10000z) |



### SoulT+1

| | |
|---|---|
| Colors: | Pink, White |
| Effect: | Lets MegaMan maintain Double Soul for one more turn. |
| Bug Type: | Emotion |
| Obtained: | Oran 3 Program Dealer (3800z) (P), Undernet 1 BMD (W) |



### Speed+1

| | |
|---|---|
| Colors: | Pink, White |
| Effect: | Increases MegaBuster speed rating by 1. |
| Bug Type: | Buster |
| Obtained: | Get with Customizer (W), Gargoyle 1 BMD (P) |

*There are some special Customizer Programs that can only be obtained from my Number Trader! Some are alternate-colored Plus Parts (like an HP+400 in yellow), while others are unique Programs not even listed here! However, the Lotto Numbers are secret! Can you find them?*

## Spin Programs

Spin Programs give the Customizer even more flexibility by letting you rotate Program Blocks with the L and R buttons.

SpinBlue: Number Trader (#12541883)
SpinGrn: Number Trader (#78987728)
SpinPink: OldComp BMD
SpinRed: Number Trader (#30356451)
SpinWhit: Radar Comp BMD
SpinYllw: End Area 4 BMD

## Program Bugs

Bugs caused by improper Program placement are not wholly random. Each Program Block sets off a specific bug if misplaced. The more of each "bug type" Program you misplace, the nastier the effects of the bug can become. Keep in mind some Program Blocks cause automatic bugs, regardless of their placement.

### Buster Bugs

| | |
|---|---|
| Programs: | Attack+1, AtkMAX, Charge+1, ChargMAX, Speed+1 SpeedMAX |
| Level 1: | 1/8 odds of MegaBuster jamming. |
| Level 2: | 3/16 odds of MegaBuster jamming. |
| Level 3: | 1/4 odds of MegaBuster jamming. |

### Custom Bugs

| | |
|---|---|
| Programs: | Custom1, Custom2, MegFldr1, MegFldr2, GigFldr1 |
| Level 1: | Lose 20 HP every time the Custom Window opens. |
| Level 2: | Lose 40 HP every time the Custom Window opens. |
| Level 3: | Lose 80 HP every time the Custom Window opens. |

### Field Bugs

| | |
|---|---|
| Programs: | Battery, SneakRun, Fish, Jungle, OilBody |
| Level 1~3: | Viruses appear more frequently. |

### Emotion Bugs

| | |
|---|---|
| Programs: | Chivalry, Humor, SoulT+1 |
| Level 1~3: | In battle, MegaMan's Emotion changes at random. |

### HP Bugs

| | |
|---|---|
| Programs: | HP+50, HP+100, HP+200, HP+300, HP+400, HP+500 |
| Level 1~3: | When hit by an enemy, HP steadily drops as long as MegaMan stays still. |

### Panel Bugs

| | |
|---|---|
| Programs: | AirShoes, FlotShoe, AutoRun, SelfHeal |
| Level 1: | 1/4 chance of cracking Panels stepped on. |
| Level 2: | 1/2 chance of cracking Panels stepped on. |
| Level 3: | MegaMan cracks Panels stepped on. |

### Processing Bugs

| | |
|---|---|
| Programs: | AntiMagc, FstBarr, Shield, SoulClnr, SprArmor, UnderSht |
| Level 1~3: | MegaMan instantly warps to the edge of his area when moved. |

### Result Bugs

| | |
|---|---|
| Programs: | Collect, Millions |
| Level 1~3: | You only collect Zenny at the end of battles. |

### Color Bugs

| | |
|---|---|
| 5 colors on grid: | MegaMan has a random Status change for 5 seconds at battle start. (Blind, Confused, Invisible, etc.) |
| 6 colors on grid: | MegaMan has a random Status change for 10 seconds at battle start. |

# Upgrade Listings

MegaMan's meager starting statistics need serious beefing up if he's going to take on Nebula. Scattered across the internet, and even in Lan's world, are the upgrades he needs to survive.

## HPMemory

Each HPMemory MegaMan and Lan find increases Mega's HP by 20 points. While it may not be a lot per upgrade, they add up quickly.

| Location | Obtained In |
|---|---|
| ACDC Area 2 | NetDealer (1000Z) |
| ACDC Area 2 | NetDealer (3000Z) |
| ACDC Area 2 | NetDealer (5000Z) |
| TreeComp | Blue Mystery Data |
| Dex's HP | Blue Mystery Data |
| FurnaceComp | Blue Mystery Data |
| SquirrelComp 8 | Blue Mystery Data |
| SculptureComp | Blue Mystery Data |
| MainComp 1 | Blue Mystery Data |
| Higsby's Base | Computer Desk |
| Oran Mine 2 | Crates |
| Oran 1 | NetDealer (2500Z) |
| Oran 1 | NetDealer (6000Z) |
| Oran 1 | NetDealer (10000Z) |
| Oran 2 | Blue Mystery Data |
| DrillComp 1 | Blue Mystery Data |
| DrillComp 4 | Blue Mystery Data |
| SciLab 2 | Blue Mystery Data |
| ServerComp | Blue Mystery Data |
| ViewComp | Blue Mystery Data |
| ShipComp 1 | Blue Mystery Data |
| KatanaComp | Blue Mystery Data |
| End Rooftop | West Gargoyle |

| Location | Obtained In |
|---|---|
| End Rooftop | Walkway (Ch. 7) |
| End Area 1 | NetDealer (6000Z) |
| End Area 1 | NetDealer (10000Z) |
| End Area 1 | NetDealer (14000Z) |
| End Area 3 | Blue Mystery Data |
| GargoylComp 1 | Blue Mystery Data |
| GargoylComp 3 | Blue Mystery Data |
| Undernet 1 | Blue Mystery Data |
| Undernet 3 | NetDealer (10000Z) |
| Undernet 3 | NetDealer (15000Z) |
| Undernet 3 | NetDealer (20000Z) |
| Undernet 3 | NetDealer (30000Z) |
| PipeComp | Blue Mystery Data |
| FactoryComp 1 | Blue Mystery Data |
| FactoryComp 3 | Blue Mystery Data |
| Nebula Area 2 | Blue Mystery Data |
| Nebula Area 2 | NetDealer (20000Z) |
| Nebula Area 2 | NetDealer (26000Z) |
| Nebula Area 2 | NetDealer (34000Z) |
| Nebula Area 2 | NetDealer (50000Z) |
| Nebula Area 4 | Blue Mystery Data |
| Nebula Area 6 | Blue Mystery Data |

## RegUp

RegUp upgrades increase MegaMan's Regular Memory, enabling him to set more powerful (and memory-intensive) Chips as his Regular Chip. MegaMan can increase his Regular Memory up to 50 MB.

| Location | Amount | Obtained In |
|---|---|---|
| DoghouseComp | +2 | Blue Mystery Data |
| Dex's HP | +1 | Blue Mystery Data |
| SciLab Lobby | +1 | Trash can |
| SciLab Lobby | +2 | Boy (Ch. 7) |
| Dad's Comp | +2 | Blue Mystery Data |
| OldTrmnlComp | +2 | Blue Mystery Data |
| OldComp | +1 | Blue Mystery Data |
| FurnaceComp | +1 | Blue Mystery Data |
| SquirrelComp 13 | +1 | Blue Mystery Data |
| Old Mine | +1 | Mine cart |
| ElevatorComp | +1 | Blue Mystery Data |
| CraneComp | +2 | Blue Mystery Data |
| Bridge | +2 | Life vest (Ch. 5) |
| WineCaseComp | +3 | Blue Mystery Data |
| ScrewComp | +2 | Blue Mystery Data |
| ShipComp 1 | +3 | Blue Mystery Data |
| Mum Room | +1 | Leftmost armor |
| HelmetComp | +2 | Blue Mystery Data |
| End Area 1 | +2 | Blue Mystery Data |
| GargoylComp 2 | +2 | Blue Mystery Data |
| GargoylComp 4 | +2 | Blue Mystery Data |
| VisionBurst SciLab | +1 | Southern crates |
| Undernet 2 | +3 | Blue Mystery Data |
| MessageComp | +3 | Blue Mystery Data |
| FactoryComp 2 | +3 | Blue Mystery Data |

## SubMem

Normally, MegaMan can only carry four of any SubChip. Every SubMem found expands his SubChip folder to allow one more of each Chip.

| Location | Obtained In |
|---|---|
| EngineComp | Blue Mystery Data |
| ShipComp 2 | Blue Mystery Data |
| End City | Pamphlet Countertop |
| FactoryComp 4 | Blue Mystery Data |

## ExpMemry

Exp Memory increases the grid space of the Navi Customizer, allowing you to place more Program Blocks. These upgrades are incredibly useful, and should be grabbed at the first opportunity.

| Location | Obtained In |
|---|---|
| ShipComp 4 | Blue Mystery Data |
| Undernet 3 | Purple Mystery Data |

# GreenMysteryData

Scattered across the internet, and most large computer systems, are Green Mystery Data packets. Each one contains one randomly-chosen item from a set list, which is different for each map. The list of items within the Green Mystery Data in most areas changes once you reach the higher difficulty settings in the game.

*Only the Green Mystery Data changes for the higher difficulty levels; Blue and Purple packets do not change. Also, the Nebula Holes' items remain the same regardless of the difficulty level.*

*Keep in mind that every Green Mystery Data packet you open may contain a single Bug Frag rather than an item. In more dangerous areas, some may even contain Viruses! Use an Untrap SubChip before opening a data packet to ensure a Virus-free item.*

| SciLab Area 1 | |
|---|---|
| Level 2 | Level 3 |
| VarSwrd C | AirHoc Q |
| CrsShld1 V | WoodNos2 Z |
| GrabPnsh R | RedWave H |
| NrthWind Q | Recov150 Q |
| 500~750z | 750~900z |

| SciLab Area 2 | |
|---|---|
| Level 2 | Level 3 |
| M-Cannon F | Skully2 H |
| MegEnBom K | AirSpin2 B |
| IceSeed K | Voltz2 U |
| AirSpin2 W | AntiNavi T |
| 550~850z | 700~1000z |

| SciLab Area 3 | |
|---|---|
| Level 2 | Level 3 |
| WindRack * | GrasSeed A |
| CusVolt2 C | WindRack B |
| Recov200 I | AqWhirl2 A |
| BblWrap Y | Boomer A |
| 600~750z | 750~900z |

| SciLab Area 4 | |
|---|---|
| Level 2 | Level 3 |
| Magnum O | BlkBomb Z |
| Guard2 B | YoYo D |
| HolyPanl * | Timpani L |
| Barr200 W | AntiElec Y |
| 630~970z | 780~1120z |

| End Area 1 | |
|---|---|
| Level 2 | Level 3 |
| M-Cannon G | MrkCan3 E |
| MrkCan2 F | Thunder * |
| MegEnBom C | BugBomb T |
| Geddon2 T | Blinder D |
| 680~1250z | 880~1450z |

| End Area 2 | |
|---|---|
| Level 2 | Level 3 |
| Quake2 L | WideSht2 G |
| CannBall * | SeaSeed * |
| SeaSeed M | WideBlde V |
| CusVolt2 E | Slasher I |
| 700~1180z | 900~1380z |

| End Area 3 | |
|---|---|
| Level 2 | Level 3 |
| LongBlde P | Geyser S |
| FireHit2 I | DrilArm3 P |
| RedWave F | Boomer L |
| Recov200 M | Recov200 I |
| 640~1200z | 840~1400z |

| End Area 4 | |
|---|---|
| Level 2 | Level 3 |
| GrasSeed * | Katana2 R |
| DrilArm2 L | MudWave N |
| TimeBom2 H | Guard3 C |
| Discord Q | FstGauge H |
| 800~1100z | 1000~1300z |

| End Area 5 | |
|---|---|
| Level 2 | Level 3 |
| Guard2 * | AirSpin3 G |
| MetaGel F | Astroid3 P |
| SloGauge Q | AntiWood M |
| AntiFire E | AntiDmg F |
| 850~1250z | 1050~1450z |

| Undernet 1 | |
|---|---|
| Level 2 | Level 3 |
| CustSwrd * | CactBal3 N |
| SideBub2 W | Static V |
| Lance R | BugBomb A |
| LifeSync S | YoYo F |
| 850~1300z | 1050~1500z |

| ACDC Area 1 | |
|---|---|
| Level 2 | Level 3 |
| MoonBld1 K | Pulsar2 G |
| Fanfare P | CactBal2 R |
| Recov30 H | YoYo E |
| Barrier L | Wind * |
| 200~500z | 300~600z |

| ACDC Area 2 | |
|---|---|
| Level 2 | Level 3 |
| Spreader E | BugBomb R |
| Thunder P | Fan * |
| Tornado L | Timpani A |
| MiniBomb G | CrsShld2 C |
| 300~650z | 400~750z |

| ACDC Area 3 | |
|---|---|
| Level 2 | Level 3 |
| AirSpin2 H | MoonBld2 G |
| Lance L | Barr100 P |
| Discord B | AntiFire T |
| Recov150 Q | BusterUp * |
| 350~600z | 450~700z |

| Oran Area 1 | |
|---|---|
| Level 2 | Level 3 |
| GunDelS1 A | HotBody2 R |
| GrasSeed M | RedFrut2 T |
| SloGauge H | Recov120 * |
| BusterUp * | AreaGrab S |
| 400~700z | 500~800z |

| Undernet 2 | |
|---|---|
| Level 2 | Level 3 |
| CusVolt2 G | WideSht3 U |
| Astroid2 M | GunDelS3 M |
| BoyBomb2 H | AirSpin3 J |
| Geddon1 * | Geddon1 * |
| 900~1350z | 1100~1550z |

| Undernet 3 | |
|---|---|
| Level 2 | Level 3 |
| ElcReel2 Q | ElemRage W |
| SloGauge W | Tornado R |
| Barr200 W | Quake3 H |
| AntiRecv B | RainyDay L |
| 1000~1400z | 1100~1550z |

| Oran Area 2 | |
|---|---|
| Level 2 | Level 3 |
| CannBall Z | LavaSeed K |
| Slasher B | RedWave A |
| RedFrut1 K | FstGauge W |
| Geddon2 H | Barr100 P |
| 300~700z | 400~800z |

| Oran Area 3 | |
|---|---|
| Level 2 | Level 3 |
| Recov150 T | CusVolt3 M |
| Barr100 P | SpShake2 C |
| LifeSync R | Geddon2 W |
| Navi+20 * | AntiWatr Q |
| 420~880z | 520~980z |

| Undernet 4 | |
|---|---|
| Level 2 | Level 3 |
| TankCan2 T | MudWave W |
| ParaBom N | CrsShld3 Z |
| Discord J | MetaGel N |
| Recov200 T | AntiSwrd O |
| 1050~1450z | 1250~1650z |

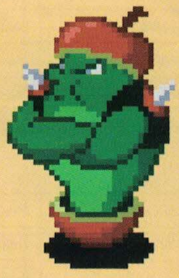
# Virus Definitions

Malignant computer viruses roam the internet, making travel hazardous for an unprepared Navi. Viruses are constantly evolving, and new types pop up with alarming frequency. Viruses are your key to acquiring most of the existing Battle Chips, so learn how to take them out quickly.

| | |
|---|---|
| Red text | Team ProtoMan version only |
| Blue text | Team Colonel version only |
| L2 | Level 2 game setting only |
| L3 | Level 3 game setting only |

## Appley-type Viruses

Appleys bounce around the enemy field, protected when in their solid apple form, vulnerable only when they pop open to attack. (Break-style Chips can also damage them.) This attack spits seeds three Panels ahead, with the panel they land on turning to grass, which can really be dangerous when they're paired with Fire-type Viruses. When their HP is reduced to nothing, Appleys leap to a nearby ally and restore some of its HP.



*Full Synchro Counterattack!*

### Appley

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 150 | Seed Kiss (30) | RedFrut1 K,<br>RedFrut1 Z |

**Located In**

FactoryComp 2~3

### AppleyEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 180 | Seed Kiss (60) | RedFrut1 E |

**Located In**

FactoryComp 4

### Applez

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 210 | Seed Kiss (90) | RedFrut2 T,<br>RedFrut2 W |

**Located In**

L2: FactoryComp 2~3

### ApplezEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 250 | Seed Kiss (120) | RedFrut2 F |

**Located In**

L2: FactoryComp 4

### Appull

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 290 | Seed Kiss (160) | RedFrut3 O,<br>RedFrut3 U |

**Located In**

Liberation #8
L3: FactoryComp 2~3

### AppullEX

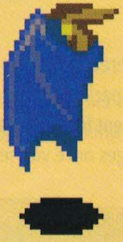
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 330 | Seed Kiss (200) | RedFrut3 H |

**Located In**

Liberation #9
L3: FactoryComp 4, Nebula Area 6

## Batty-type Viruses

Batty Viruses stay within a single Panel, changing their elevation to avoid attacks. When your Navi draws level with them, they fire a Pulsar beam across the row. If the beams hit an obstacle, they create a wave that hits all surrounding Panels. Battys are typically found behind Mystery Data gems in battle to make things all the more frustrating.



*Full Synchro Counterattack!*

### Batty

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 80 | Pulsar (20) | Pulsar1 P,<br>Pulsar1 T |

**Located In**

Liberation #2
DrillComp 3~4, Oran 3, End Area 1~3 & 5, OldTrmnlComp, GargCastle HP, RadarComp, AirConComp, ScrewComp, EngineComp, ArmorComp, HelmetComp, KatanaComp, ServerComp, WindGodComp

### BattyEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 110 | Pulsar (50) | Pulsar1 F,<br>Pulsar1 P,<br>Pulsar1 T |

**Located In**

Liberation #5
Undernet 1, GargoylComp 1, VisionBurst Oran, FactoryComp 2, ChipMkrComp, OldTrmnlComp

### FattyEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 170 | Pulsar (120) | Pulsar2 E |

**Located In**

Liberation #8
L2: Undernet 1, GargoylComp 1, VisionBurst Oran, FactoryComp 2, ChipMkrComp, OldTrmnlComp, Nebula Area 1

### Fatty

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 140 | Pulsar (80) | Pulsar2 G,<br>Pulsar2 M |

**Located In**

L2: DrillComp 3~4, Oran 3, End Area1~3 & 5, OldTrmnlComp, GargCastle HP, RadarComp, AirConComp, ScrewComp, EngineComp, ArmorComp, HelmetComp, KatanaComp , ServerComp, WindGodComp

### Gnarly

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 200 | Pulsar (160) | Pulsar3 R,<br>Pulsar3 S |

**Located In**

Liberation #8
L3: DrillComp 3~4, Oran 3, End Area1~3 & 5, OldTrmnlComp, GargCastle HP, RadarComp, AirConComp, ScrewComp, EngineComp, ArmorComp, HelmetComp, KatanaComp , ServerComp, WindGodComp

### GnarlyEX

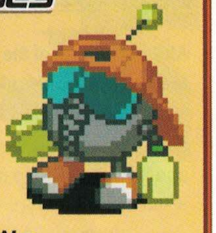
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 240 | Pulsar (200) | Pulsar3 C,<br>Pulsar3 S |

**Located In**

L3: Undernet 1, GargoylComp 1, VisionBurst Oran, FactoryComp 2, ChipMkrComp, OldTrmnlComp, Nebula Area 6

## BomBoy-type Viruses

BomBoy Viruses wait in the rearmost enemy column, occasionally creating Boy's Bombs that serve as obstacles. They then push the Bombs forward; if they push the Bombs into your field, they quickly explode, damaging your Navi no matter where he is. Destroy the Bombs before they reach your field and the BomBoys retreat to the back column.



**No Counterattack Opportunity**

### BomBoy

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 80 | Boy's Bomb (30) | BoyBomb1 F,<br>BoyBomb1 S |

**Located In**

Liberation #4
End Area5, ShipComp 3, OldComp, ChipMkrComp

### BomBoyEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 130 | Boy's Bomb (60) | BoyBomb1 C |

**Located In**

Undernet3, FactoryComp 3~4, ChipMkrComp

### BomBy

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 180 | Boy's Bomb (90) | BoyBomb2 P,<br>BoyBomb2 W |

**Located In**

L2: End Area5, ShipComp 3, OldComp, ChipMkrComp

### BomByEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 230 | Boy's Bomb (120) | BoyBomb2 H |

**Located In**

L2: Undernet3, FactoryComp 3~4, ChipMkrComp

### BomBer

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 280 | Boy's Bomb (160) | BoyBomb3 Q,<br>BoyBomb3 Y |

**Located In**

L3: End Area5, ShipComp 3, OldComp, ChipMkrComp

### BomBerEX

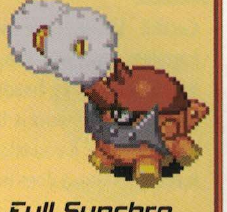
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 320 | Boy's Bomb (200) | BoyBomb3 B |

**Located In**

Liberation #9
L3: Undernet3, FactoryComp 3~4, ChipMkrComp

## Bugtank-type Viruses

Bugtanks are back, and as annoying as ever. They wander up and down a single column, occasionally lobbing bombs onto the Panel where your Navi is standing. Step backwards or forward to dodge, as the bomb also explodes in the Panels above and below the impact point.



**Full Synchro Counterattack!**

### Bugtank

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 80 | Bomb (30) | CrakBom R,<br>CrakBom V |

**Located In**

ACDC 3, TerminalComp, Dad'sComp, Oran 1~3, SciLab HP, SciLab 1~2, DrillComp 3~4, ElctLockComp, AirFilterComp, ElevatorComp, CraneComp, NetBattleComp, Liberation #2

### BugtnkEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 110 | Bomb (50) | CrakBom C,<br>CrakBom * |

**Located In**

Liberation #5 & 6
SciLab HP, SciLab 1~2, DrillComp 3 (Ch.3 on), DrillComp 4, VisionBurst ACDC, WindGodComp

### Bugtank2

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 140 | ParaBomb (100),<br>AreaGrab | ParaBomb N,<br>ParaBomb P |

**Located In**

Liberation #7
L2: ACDC 3, TerminalComp, Dad'sComp, Oran 1~3, SciLab HP, SciLab 1~2, DrillComp 3~4, ElctLockComp, AirFilterComp, ElevatorComp, CraneComp, NetBattleComp

### Bugtk2EX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 190 | ParaBomb (150),<br>Recov80,<br>Recov120 | ParaBomb H,<br>ParaBomb N,<br>ParaBomb P |

**Located In**

Liberation #7
L2: SciLab HP, SciLab 1~2, DrillComp 3 (Ch.3 on), DrillComp 4, VisionBurst ACDC, WindGodComp

### Bugtank3

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 240 | ResetBomb (200) | ResetBom I,<br>ResetBom O |

**Located In**

L3: ACDC 3, TerminalComp, Dad'sComp, Oran 1~3, SciLab HP, SciLab 1~2, DrillComp 3~4, ElctLockComp, AirFilterComp, ElevatorComp, CraneComp, NetBattleComp

### Bugtk3EX

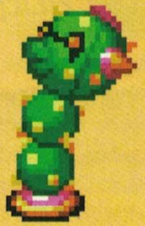
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 290 | ResetBomb (250),<br>Recov120 | ResetBom D |

**Located In**

L3: SciLab HP, SciLab 1~2, DrillComp 3 (Ch.3 on), DrillComp 4, VisionBurst ACDC, WindGodComp

## Cactikil-type Viruses

Cactikil Viruses are stationary and seemingly harmless. However, they do periodically attack by rolling their spiky heads across the row. Keep in mind that the *head* is the part you must attack to damage them; if you attack the body while the head is rolling along, it does no damage!



*Full Synchro Counterattack!*

### Cactikil

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 70 | SpikeBall (20) | CactBal1 I,<br>CactBal1 J |

**Located In**

Liberation #1 ~ 2
MainComp 2, Oran 1 ~ 3, DrillComp 3 ~ 4, ElctLockComp, FurnaceComp, SquirrelComp 1 ~ 16

### CactklEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 110 | SpikeBall (40) | CactBal1 H,<br>CactBal1 I |

**Located In**

Liberation #5
End Area 1 ~ 3, WindGodComp, GargoylComp 2, VisionBurst ACDC, VisionBurst Oran

### Cactroll

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 150 | SpikeBall (70) | CactBal2 R,<br>CactBal2 S |

**Located In**

Liberation #7
L2: MainComp 2, Oran 1 ~ 3, DrillComp 3 ~ 4, ElctLockComp, FurnaceComp, SquirrelComp 1 ~ 16

### CactrlEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 190 | SpikeBall (100) | CactBal2 Q,<br>CactBal2 R |

**Located In**

L2: End Area 1 ~ 3, WindGodComp, GargoylComp 2, VisionBurst ACDC, VisionBurst Oran

### Cacter

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 230 | SpikeBall (150) | CactBal3 M,<br>CactBal3 N |

**Located In**

L3: MainComp 2, Oran 1 ~ 3, DrillComp 3 ~ 4, ElctLockComp, FurnaceComp, SquirrelComp 1 ~ 16

### CacterEX

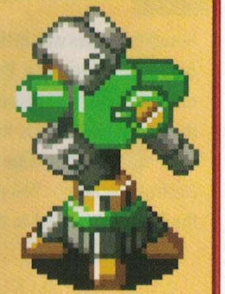
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 270 | SpikeBall (200) | CactBal3L,<br>CactBal3 M |

**Located In**

L3: End Area 1 ~ 3, WindGodComp, GargoylComp 2, VisionBurst ACDC, VisionBurst Oran, Nebula Area 5 ~ 6

## CanGard-type Viruses

An evolved form of the Canodumb Virus, CanGards send a targeting reticule across the row when your Navi draws level with them. If the reticule locks on them, the CanGard fires a shot into that Panel. They also fire if the reticule reaches the edge of the field, but the shot is harmless then. Higher-level CanGards close their shields when not aiming, protecting them from frontal attacks, although Break Chips and piercing attacks can bust through the shield. You can actually step forward through the reticule's path without getting locked on.



*Full Synchro Counterattack!*

### CanGard

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 60 | Cannon (10) | MrkCan1 K,<br>MrkCan1 S |

**Located In**

Liberation #1 & 2
ACDC 1 ~ 3, KitchenComp, DoghouseComp, Mayl's HP, Dex's HP, Yai's HP, SculptureComp, TerminalComp, Dad'sComp, MainComp 1 ~ 2, DrillComp 1 ~ 2, ElctLockComp, AirFilterComp, ElevatorComp, CraneComp, SciLab 2

### CanGrdEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 120 | Cannon (40) | MrkCan1 K,<br>MrkCan1 M,<br>MrkCan1 S |

**Located In**

Liberation #3 ~ 6
DrillComp 1 ~ 2 (Ch.3), SciLab HP, SciLab 1 ~ 4, (off-AC3), ShipComp 1 ~ 2, RadarComp, AirConComp, ScrewComp, EngineComp, ServerComp, OldComp, OldTrmnlComp, End Area 4, Undernet 2, ExpServComp

### CanRaid

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 150 | Cannon (70) | MrkCan2 F,<br>MrkCan2 Z |

**Located In**

L2: ACDC 1 ~ 3, KitchenComp, DoghouseComp, Mayl's HP, Dex's HP, Yai's HP, SculptureComp, TerminalComp, Dad'sComp, MainComp 1 ~ 2, DrillComp 1 ~ 2, ElctLockComp, AirFilterComp, ElevatorComp, CraneComp, SciLab 2

### CanRaidEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 180 | Cannon (100) | MrkCan2 D,<br>MrkCan2 Z |

**Located In**

L2: DrillComp 1 ~ 2 (Ch.3), SciLab HP, SciLab 1 ~ 4, (off-AC3), ShipComp1 ~ 2, RadarComp, AirConComp, ScrewComp, EngineComp, ServerComp, OldComp, OldTrmnlComp, End Area 4, Undernet 2, ExpServComp

### Canlada

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 230 | Cannon (150) | MrkCan3 R,<br>MrkCan3 Y |

**Located In**

L3: ACDC 1 ~ 3, KitchenComp, DoghouseComp, Mayl's HP, Dex's HP, Yai's HP, SculptureComp, TerminalComp, Dad'sComp, MainComp 1 ~ 2, DrillComp 1 ~ 2, ElctLockComp, AirFilterComp, ElevatorComp, CraneComp, SciLab 2

### CanladaEX

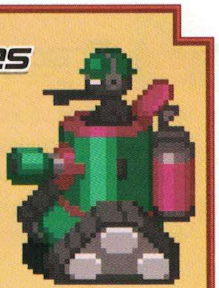
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 280 | Cannon (200) | MrkCan3 E,<br>MrkCan3 R,<br>MrkCan3 Y |

**Located In**

Liberation #6
L3: DrillComp 1 ~ 2 (Ch.3), SciLab HP, SciLab 1 ~ 4, (off-AC3), ShipComp1 ~ 2, RadarComp, AirConComp, ScrewComp, EngineComp, ServerComp, OldComp, OldTrmnlComp, End Area 4, Undernet 2, ExpServComp

## Catack-type Viruses

Catacks have the very annoying ability to steal Panels away from your Navi's side of the field simply by advancing. Their cannon blasts are fairly easily dodged, but with a Catack on the field, you can run short of maneuvering room pretty quickly.


Full Synchro Counterattack!

### Catack

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 120 | TankCan (50) | TankCan1 E,<br>TankCan1 P |

**Located In**

Liberation #3
SciLab HP, SciLab 1~4, ShipComp 1~3, OldTrmnlComp, RadarComp, AirConComp, ScrewComp, EngineComp, ServerComp, MessageComp, VisionBurst SciLab

### CatackEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 150 | TankCan (70) | TankCan1 A |

**Located In**

Liberation #6
ChipMkrComp, ExpServComp, FactoryComp 1~2, SoulServComp

### Cateen

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 180 | TankCan (90) | TankCan2 T,<br>TankCan2 Y |

**Located In**

Liberation #7
L2: SciLab HP, SciLab 1~4, ShipComp 1~3, OldTrmnlComp, RadarComp, AirConComp, ScrewComp, EngineComp, ServerComp, MessageComp, VisionBurst SciLab

### CateenEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 220 | TankCan (120) | TankCan2 B |

**Located In**

Liberation #7~8
L2: ChipMkrComp, ExpServComp, FactoryComp 1~2, SoulServComp

### Catpult

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 260 | TankCan (160) | TankCan3 M,<br>TankCan3 R |

**Located In**

L3: SciLab HP, SciLab 1~4, ShipComp 1~3, OldTrmnlComp, RadarComp, AirConComp, ScrewComp, EngineComp, ServerComp, MessageComp, VisionBurst SciLab

### CatpultEX

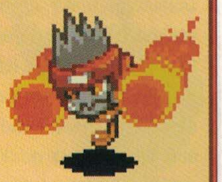
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 300 | TankCan (200) | TankCan3 F |

**Located In**

L3: ChipMkrComp, ExpServComp, FactoryComp 1~2, SoulServComp

## Champy-type Viruses

Champys are stationary Fire-type Virsuses, at least until someone moves into the same row as them. Do so, and they teleport to the Panel in front of your Navi and take a flaming swing at them. Higher-level Champys follow their uppercut with a jab, as well! Unless you're aiming for a Full Synchro strike, you're best tackling them from a safe distance and a different row with wide-attack Chips. Even though they float, they cannot move over holes!


Full Synchro Counterattack!

### Champy

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 60 | Fire Punch (20) | FireHit1 P,<br>FireHit1 Q |

**Located In**

Liberation #1
MainComp 1~2, Oran 1~2, FurnaceComp

### ChampyEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 100 | Double Fire Punch (2x30) | FireHit1 O,<br>FireHit1 P |

**Located In**

Liberation #5~6
FurnaceComp, SciLab 3~4, NetBattleComp, DumplingComp, End Area 4, Undernet 3, PipeComp, SquirrelComp 1~16

### Chumpy

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 140 | Double Fire Punch (2x50) | FireHit2 I,<br>FireHit2 J |

**Located In**

L2: MainComp 1~2, Oran 1~2, FurnaceComp

### ChumpyEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 180 | Double Fire Punch (2x70) | FireHit2 H,<br>FireHit2 J |

**Located In**

Liberation #8
L2: FurnaceComp, SciLab 3~4, NetBattleComp, DumplingComp, End Area 4, Undernet 3, PipeComp, SquirrelComp 1~16, Nebula Area 3

### Chimpy

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 230 | Double Fire Punch (2x100) | FireHit3 F,<br>FireHit3 G |

**Located In**

L3: MainComp 1~2, Oran 1~2, FurnaceComp, Nebula Area 4

### ChimpyEX

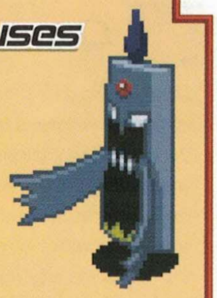
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 280 | Double Fire Punch (2x130) | FireHit3 E,<br>FireHit3 G |

**Located In**

L3: FurnaceComp, SciLab 3~4, NetBattleComp, DumplingComp, End Area 4, Undernet 3, PipeComp, SquirrelComp 1~16, Nebula Area 6

## Dominerd-typeViruses

Dominerds hover up and down across a single column. If they draw level with your Navi, they open their gaping maw and quickly teleport into the Panel your Navi's in. There's only a brief second before they lunge forward and take a bite, so step away and counterattack quickly. Dominerds only take 1 point of damage if attacked while closed up; use Break-style Chips or piercing attacks to nullify this defense.



*Full Synchro Counterattack!*

**Dominerd**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 160 | Charge (60) | CrsShld1 F,<br>CrsShld1 V |

**Located In**

Liberation #6
FactoryComp 1~2

**DominerdEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 190 | Charge (100) | CrsShld1 B |

**Located In**

SoulServComp

**Dominrd2**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 220 | Charge (140) | CrsShld2 M,<br>CrsShld2 R |

**Located In**

Liberation #7
L2: FactoryComp 1~2

**Domnr2EX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 250 | Charge (180) | CrsShld2 C |

**Located In**

Liberation #7
L2: SoulServComp, Nebula Area 2~3

**Dominrd3**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 290 | Charge (220) | CrsShld3 O,<br>CrsShld3 Z |

**Located In**

L3: FactoryComp 1~2

**Domnr3EX**

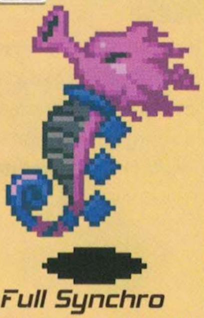
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 340 | Charge (260) | CrsShld3 D |

**Located In**

L3: SoulServComp, Nebula Area 2~3, Nebula Area 6

## Draggin-typeViruses

Draggins teleport randomly around the enemy field. They attack by causing two connected Panels in your Navi's field to burst into flame for a brief time. Draggins cannot move while generating the flames, but when working with another Virus, maneuvering to attack during this time can be especially difficult.



*Full Synchro Counterattack!*

**Draggin**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 120 | Fire Circle (30) | HotBody1 F,<br>HotBody1 P |

**Located In**

Liberation #6
Undernet 3~4, PipeComp, FactoryComp 2

**DraginEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 160 | Fire Circle (60),<br>Recov50 | HotBody1 A |

**Located In**

Undernet 4

**Draglet**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 200 | Fire Circle (100),<br>Recov50 | HotBody2 R,<br>HotBody2 W |

**Located In**

L2: Undernet 3~4, PipeComp, FactoryComp 2

**DragltEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 260 | Fire Circle (140),<br>AntiAqua (200) | HotBody2 C |

**Located In**

Liberation #8
L2: Undernet 4

**Draggy**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 300 | Fire Circle (180),<br>AntiAqua (200) | HotBody3 M,<br>HotBody3 S |

**Located In**

L3: Undernet 3~4, PipeComp, FactoryComp 2, Nebula Area 4

**DraggyEX**

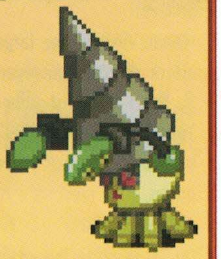
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 340 | Fire Circle (220),<br>AntiAqua (200) | HotBody3 J |

**Located In**

L3: Undernet 4, Nebula Area 6

## Drixol-type Viruses

The squid-like Drixols like to get in close to attack. They charge across the row with their drill-heads, and then reappear to cut through the column your Navi is in from the top of the screen. A single Drixol can really cut down on your running room. Sword Chips, especially the Slasher Chip, are useful for taking care of them.



*Full Synchro Counterattack!*

### Drixol

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 90 | Dig Roll (30) | DrilArm1 J,<br>DrilArm1 W |

**Located In**

Liberation #2 & 3
Oran 3, DrillComp 1~4, SciLab 2, RadarComp, AirConComp, ScrewComp, EngineComp, NetBattleComp, WineCaseComp, DumplingComp, SquirrelComp 1~16

### DrixolEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 130 | Dig Roll (60) | DrilArm1 A |

**Located In**

DrillComp 1~4 (Ch.3), ShipComp 1~3, GargoylComp 2~3, Undernet 1~2, VisionBurst Oran, FactoryComp 3~4

### Drixor

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 170 | Dig Roll (90) | DrilArm2 L,<br>DrilArm2 S |

**Located In**

L2: Oran 3, DrillComp 1~4, SciLab 2, RadarComp, AirConComp, ScrewComp, EngineComp, NetBattleComp, WineCaseComp, DumplingComp, SquirrelComp 1~16

### DrixorEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 210 | Dig Roll (120) | DrilArm2 D |

**Located In**

Liberation #7~8
L2: DrillComp 1~4 (Ch.3), ShipComp 1~3, GargoylComp 2~3, Undernet 1~2, VisionBurst Oran, FactoryComp 3~4, Nebula 1

### Drixa

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 260 | Dig Roll (160) | DrilArm3 P,<br>DrilArm3 Z |

**Located In**

Liberation #8
L3: Oran 3, DrillComp 1~4, SciLab 2, RadarComp, AirConComp, ScrewComp, EngineComp, NetBattleComp, WineCaseComp, DumplingComp, SquirrelComp 1~16

### DrixaEX

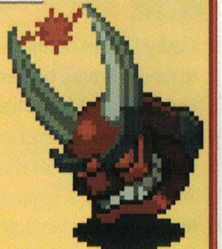
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 300 | Dig Roll (200) | DrilArm3 I |

**Located In**

L3: DrillComp 1~4 (Ch.3), ShipComp 1~3, GargoylComp 2~3, Undernet 1~2, VisionBurst Oran, FactoryComp 3~4

## Eleogre-type Viruses

These large floating heads move from Panel to Panel fairly aimlessly. When they lean forward, though, they're about to make the column your Navi is standing in a live wire of electrical energy. Eleogres are especially vulnerable while creating the electricity, but with an entire column now off-limits for a few valuable seconds, you don't have a lot of room to maneuver yourself for a counerattack!



*Full Synchro Counterattack!*

### Eleogre

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 130 | ElecReel (30) | ElcReel1 V,<br>ElcReel1 Z |

**Located In**

GargoylComp 2~3, VisionBurst SciLab

### EleogrEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 170 | ElecReel (60) | ElcReel1 C,<br>ElcReel1 V,<br>ElcReel1 Z |

**Located In**

Undernet 2~4, GargoylComp 3 (Ch.7), FactoryComp 1~2, ExpServComp, SoulServComp

### Elehorn

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 210 | ElecReel (100) | ElcReel2 Q,<br>ElcReel2 Y |

**Located In**

L2: GargoylComp 2~3, VisionBurst SciLab

### ElehornEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 250 | ElecReel (140) | ElcReel2 B,<br>ElcReel2 Q,<br>ElcReel2 Y |

**Located In**

L2: Undernet 2~4, GargoylComp 3 (Ch.7), FactoryComp 1~2, ExpServComp, SoulServComp, Nebula Area 3

### Elegaia

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 300 | ElecReel (190) | ElcReel3 L,<br>ElcReel3 R |

**Located In**

L3: GargoylComp 2~3, VisionBurst SciLab, Nebula Area 4

### ElegaiaEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 350 | ElecReel (230) | ElcReel3 E,<br>ElcReel3 L,<br>ElcReel3 R |

**Located In**

Liberation #9
L3: Undernet 2~4, GargoylComp 3 (Ch.7), FactoryComp 1~2, ExpServComp, SoulServComp, Nebula Area 6

## Flashy-type Viruses

Flashy Viruses normally teleport slowly from Panel to random Panel, but keep an eye out for when they suddenly speed up. That's the warning that they're about to leap into the Panel in front of your Navi, and fill the four adjacent Panels to them with electricity. The EX versions cover the four Panels diagonal to them. They can be tough to hit when not attacking, but a WideSht Chip from the center row gives them no room to dodge.

*Full Synchro Counterattack!*

**Flashy**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 130 | Overflash (30) | Voltz1 K, Voltz1 O |
| **Located In** | | |
| FactoryComp 1 & 3~4, SoulServComp | | |

**FlashyEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 160 | Overflash (60) | Voltz1 K, Voltz1 Y |
| **Located In** | | |
| SoulServComp | | |

**Flashor**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 190 | Overflash (90) | Voltz2 U, Voltz2 Z |
| **Located In** | | |
| L2: FactoryComp 1 & 3~4, SoulServComp | | |

**FlashrEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 230 | Overflash (120) | Voltz2 J |
| **Located In** | | |
| L2: SoulServComp, Nebula Area 3 | | |

**Flashlit**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 280 | Overflash (160) | Voltz3 H, Voltz3 V |
| **Located In** | | |
| L3: FactoryComp 1 & 3~4, SoulServComp, Nebula Area 4 | | |

**FlashltEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 320 | Overflash (200) | Voltz3 A |
| **Located In** | | |
| Liberation #9<br>L3: SoulServComp, Nebula Area 3 | | |

## Handi-type Viruses

Handi Viruses are largely stationary and do not attack directly. However, they occasionally appear at the border of your Navi's field and place a TimeBomb in one Panel. If the bomb isn't destroyed before the timer reaches zero, the bomb explodes, hitting your Navi no matter where in his area they are! Higher-level Handis drop TimeBombs with an X on the readout, which can explode very quickly!

*Full Synchro Counterattack!*

**Handi**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 80 | TimeBomb (50) | TimeBom1 N, TimeBom1 T |
| **Located In** | | |
| Liberation #3<br>SciLab 2~4, ViewComp, DumplingComp, ChipMkrComp | | |

**HandiEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 100 | TimeBomb (70) | TimeBom1 H, TimeBom1 N, TimeBom1 T |
| **Located In** | | |
| Undernet 2, FactoryComp 3~4 | | |

**Hando**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 120 | TimeBomb (90) | TimeBom2 D, TimeBom2 Z |
| **Located In** | | |
| L2: SciLab 2~4, ViewComp, DumplingComp, ChipMkrComp | | |

**HandoEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 150 | TimeBomb (120) | TimeBom2 D, TimeBom2 H, TimeBom2 Z |
| **Located In** | | |
| L2: Undernet 2, FactoryComp 3~4 | | |

**Handum**

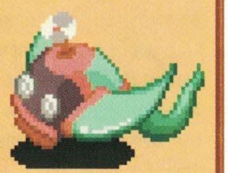
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 180 | TimeBomb (160) | TimeBom3 F, TimeBom3 S |
| **Located In** | | |
| L3: SciLab 2~4, ViewComp, DumplingComp, ChipMkrComp | | |

**HandumEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 220 | TimeBomb (200) | TimeBom3 H |
| **Located In** | | |
| Liberation #9<br>L3: Undernet 2, FactoryComp 3~4, Nebula Area 6 | | |

## Lark-type Viruses

Larks float slowly from Panel to Panel, and occasionally fire fast-moving Aqua-waves when in the top or bottom rows of their field. These waves cover two rows, leaving your Navi little room to dodge. Larks can cross over holes, so blocking them takes an obstacle.



*Full Synchro Counterattack!*

**Lark**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 100 | WideShot (20) | WideSht1 M,<br>WideSht1 N |

**Located In**

Liberation #5
End 5, GargoylComp 1~3

**LarkEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 150 | WideShot (50), Blind | WideSht1 L,<br>WideSht1 M |

**Located In**

Undernet 2~3, GargoylComp 1 & 3 (Ch.7), PipeComp, FactoryComp 1, SoulServComp

**Bark**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 200 | WideShot (80),<br>MetaGel (120) | WideSht2 F,<br>WideSht2 G |

**Located In**

Liberation #7
L2: End 5, GargoylComp 1~3

**BarkEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 250 | WideShot (120),<br>AntiElec (200),<br>Geddon1 | WideSht2 E,<br>WideSht2 F |

**Located In**

Liberation #7
L2: Undernet 2~3, GargoylComp 1 & 3 (Ch.7), PipeComp, FactoryComp 1, SoulServComp

**Tark**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 300 | WideShot (160),<br>MetaGel (120),<br>Geddon1 | WideSht3 T,<br>WideSht3 U |

**Located In**

Liberation #8
L3: End Area5, GargoylComp 1~3

**TarkEX**

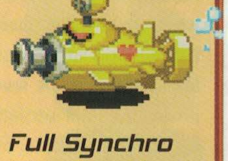
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 350 | WideShot (200),<br>AntiElec (200),<br>MetaGel (120),<br>Geddon1,<br>Blind | WideSht3 S,<br>WideSht3 T |

**Located In**

L3: Undernet 2~3, GargoylComp 1 & 3 (Ch.7), PipeComp, FactoryComp 1, SoulServComp, Nebula Area 5~6

## Marina-type Viruses

Marinas are slow-moving, and attack slowly, but they can really cover the field. Their Bubblin' Missile moves diagonally, bouncing off the top and bottom of the field. Pop the bubble with an attack, and the anchor-shaped missile inside rockets forward across the row! Two Marinas at once can really make your life miserable, especially since they automatically hide inside Sea Panels when they cross over them!



*Full Synchro Counterattack!*

**Marina**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 120 | Bubblin' Missile (30) | SideBub1 Q,<br>SideBub1 S |

**Located In**

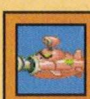
Liberation #4
ShipComp 1~3, End Area3~4, VisionBurst SciLab, MessageComp, PipeComp

**MarinaEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 160 | Bubblin' Missile (50) | SideBub1 D |

**Located In**

FactoryComp 3~4, ChipMkrComp, ExpServComp, SoulServComp

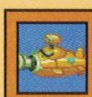


**Mariner**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 200 | Bubblin' Missile (80) | SideBub2 L,<br>SideBub2 W |

**Located In**

L2: ShipComp 1~3, End Area3~4, VisionBurst SciLab, MessageComp, PipeComp



**MarinrEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 240 | Bubblin' Missile (120) | SideBub2 H |

**Located In**

L2: FactoryComp 3~4, ChipMkrComp, ExpServComp, SoulServComp

**Marinee**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 280 | Bubblin' Missile (160) | SideBub3 N,<br>SideBub3 P |

**Located In**

L3: ShipComp 1~3, End Area3~4, VisionBurst SciLab, MessageComp, PipeComp

**MarineEX**

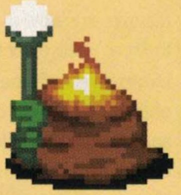
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 320 | Bubblin' Missile (200) | SideBub3 E |

**Located In**

Liberation #9
L3: FactoryComp 3~4, ChipMkrComp, ExpServComp, SoulServComp, Nebula Area 5~6

## MetFire-type Viruses

MetFires teleport to random Panels, making them hard to hit. But they prefer to hide behind obstacles when unleashing their Meteo attack, raining flaming rocks into your side of the field. The lowest-level MetFire drops seven meteors on you, each progressive-level version gains one more meteor for up to 12 attacks. Even though they collapse when attacking, they're vulnerable to all attacks; use a lob or piercing attack to get around/through the obstacle they hide behind, or use the ever-trusty AirShot to slam it into the hiding Virus.



*Full Synchro Counterattack!*

### MetFire

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 100 | Meteo (30) | Astroid1 Q,<br>Astroid1 T |

**Located In**

Liberation #6
End 1 ~ 5, DumplingComp, Liberation #4

### MetFirEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 140 | Meteo (50), RockCube | Astroid1 A |

**Located In**

Undernet 1, Undernet 4, FactoryComp 3 ~ 4, PipeComp

### FulFire

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 180 | Meteo (70), RockCube | Astroid2 M,<br>Astroid2 U |

**Located In**

L2: End Area1 ~ 5, DumplingComp

### FulFirEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 220 | Meteo (100), AreaGrab | Astroid2 E |

**Located In**

Liberation #8
L2: Undernet 1, Undernet 4, FactoryComp 3 ~ 4, PipeComp, Nebula Area 3

### DthFire

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 260 | Meteo (120), RockCube, AreaGrab | Astroid3 P,<br>Astroid3 Y |

**Located In**

Liberation #8
L3: End Area1 ~ 5, DumplingComp, Nebula Area 4

### DthFirEX

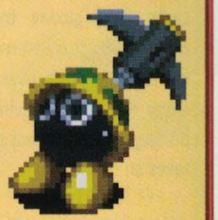
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 300 | Meteo (150), RockCube, AreaGrab | Astroid3 C |

**Located In**

L3: Undernet 1, Undernet 4, FactoryComp 3 ~ 4, PipeComp

## Mettaur-type Viruses

Mettaurs are the simplest, weakest, and most common Viruses, having been around since the earliest days of the 'net. They teleport vertically in a single column to draw level with your Navi, then use their pickaxes to unleash Shockwaves to attack. They also attack if their path up or down is blocked by an obstacle and they cannot draw level with your Navi. More advanced versions of the Mettaur Virus can block your Navis' attacks by ducking under their helmets; use a Break-style attack to counter.



*Full Synchro Counterattack!*

### Mettaur

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 40 | Shockwave (10) | Guard1 A,<br>Guard1 D,<br>Guard1 K |

**Located In**

Liberation #1
ACDC 1 ~ 3, Mayl's HP, Yai's HP, TreeComp, DoghouseComp, SculptureComp, Dad'sComp, MainComp 1 ~ 2, Oran 1 ~ 2, DrillComp 1, (off ACDC3 Comp), KitchenCompComp, AirFilterComp, Lock Control

### MettEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 70 | Shockwave (40) | Guard1 A,<br>Guard1 D,<br>Guard1 K,<br>Guard1 * |

**Located In**

Liberation #2 ~ 4
SciLab HP, GargCastle HP, SciLab 1 ~ 4, Oran 3, DrillComp 1 ~ 4, ViewComp, WineCaseComp, SquirrelComp 1 ~ 16, End Area 1 ~ 4, Undernet 2

### Mettaur2

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 100 | Shockwave (80), Invis, Blind | Guard2 B,<br>Guard2 L,<br>Guard2 Q |

**Located In**

Liberation #7
L2: ACDC 1 ~ 3, Mayl's HP, Yai's HP, TreeComp, DoghouseComp, SculptureComp, Dad'sComp, MainComp 1 ~ 2, Oran 1 ~ 2, DrillComp 1, (off ACDC3 Comp), KitchenComp, AirFilterComp, Lock Control

### Mett2EX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 150 | Shockwave (120), Blind, Recov150 | Guard2 B,<br>Guard2 * |

**Located In**

Liberation #7
L2: SciLab HP, GargCastle HP, SciLab 1 ~ 4, Oran 3, DrillComp 1 ~ 4, ViewComp, WineCaseComp, SquirrelComp 1 ~ 16, End Area 1 ~ 4, Undernet 2, Nebula Area 1 ~ 3

### Mettaur3

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 200 | Shockwave (160), Blind, Invis, Recov150 | Guard3 C,<br>Guard3 M,<br>Guard3 S |

**Located In**

L3: ACDC 1 ~ 3, Mayl's HP, Yai's HP, TreeComp, DoghouseComp, SculptureComp, Dad'sComp, MainComp 1 ~ 2, Oran 1 ~ 2, DrillComp 1, (off ACDC3 Comp), KitchenComp, AirFilterComp, Lock Control

### Mett3EX

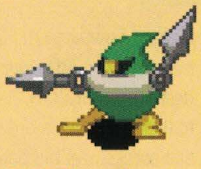
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 300 | Shockwave (200), Invis, Blind, Snctuary | Guard3 C,<br>Guard3 * |

**Located In**

Liberation #9
L3: SciLab HP, GargCastle HP, SciLab 1 ~ 4, Oran 3, DrillComp 1 ~ 4, ViewComp, WineCaseComp, SquirrelComp 1 ~ 16, End Area 1 ~ 4, Undernet 2, Nebula Area 6

## NinJoy-typeViruses

Teleporting randomly around the enemy field, Ninjoy Viruses attack by leaping into your side of the field, then slicing with their kunai blades in a circle, striking all eight surrounding Panels. NinJoys are particularly quick and don't pause long after attacking, so wide-effect attacks are very effective against them.



Full Synchro Counterattack!

**NinJoy**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 100 | MoonBlade (30) | MoonBld1 N,<br>MoonBld1 Z |

**Located In**

Liberation #5
End 5, GargoylComp 1~3

**NinJoyEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 140 | MoonBlade (60) | MoonBld1 E |

**Located In**

GargoylComp 1~3 (Ch 7), FactoryComp 2

**Ninkey**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 180 | MoonBlade (90) | MoonBld2 O,<br>MoonBld2 V |

**Located In**

L2: End Area5, GargoylComp 1~3

**NinkeyEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 220 | MoonBlade (120) | MoonBld2 G |

**Located In**

Liberation #8
L2: GargoylComp 1~3 (Ch 7), FactoryComp 2

**NinJoe**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 270 | MoonBlade (160) | MoonBld3 L,<br>MoonBld3 T |

**Located In**

Liberation #8
L3: End Area5, GargoylComp 1~3

**NinJoeEX**

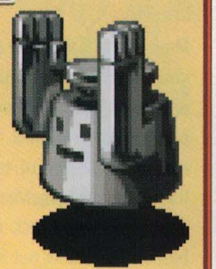
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 330 | MoonBlade (200) | MoonBld3 C |

**Located In**

L3: GargoylComp 1~3 (Ch 7), FactoryComp 2, Nebula Area 5~6

## Powie-typeViruses

Another older Virus type, Powie Viruses don't seem threatening, leaping into random Panels. But after their third leap, beware; they appear directly above your Navi as gigantic weights that crash down quickly, cracking the Panel they land on. Higher-level Powies also create explosions in adjacent Panels when they land in weight-form.



Full Synchro Counterattack!

**Powie**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 60 | Earthquake (20) | Quake1 A,<br>Quake1 K,<br>Quake1 P |

**Located In**

Liberation #1
Dex's HP, Yai's HP, ACDC 2~3, TreeComp, MainComp 1~2, Oran 3, DrillComp 1~2, OldTrmnlComp, AirFilterComp, TerminalComp, NetBattleComp

**PowieEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 100 | Earthquake (40) | Quake1 A |

**Located In**

Liberation #5 & 6
End 1~2, GargoylComp 1~2, ArmorComp, HelmetComp, KatanaComp

**Powie2**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 140 | Earthquake (70),<br>Geddon 1 | Quake2 B,<br>Quake2 L,<br>Quake2 Y |

**Located In**

L2: Dex's HP, Yai's HP, ACDC 2~3, TreeComp, MainComp 1~2, Oran 3, DrillComp 1~2, OldTrmnlComp, AirFilterComp, TerminalComp, NetBattleComp

**Powie2EX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 190 | Earthquake (110),<br>Geddon1 | Quake2 B,<br>Quake2 L,<br>Quake2 Y |

**Located In**

Liberation #7 & 8
L2: End Area1~2, GargoylComp 1~2, ArmorComp, HelmetComp, KatanaComp , Nebula Area 2

**Powie3**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 240 | Earthquake (150),<br>Geddon1 | Quake3 H,<br>Quake3 N |

**Located In**

L3: Dex's HP, Yai's HP, ACDC 2~3, TreeComp, MainComp 1~2, Oran 3, DrillComp 1~2, OldTrmnlComp, AirFilterComp, TerminalComp, NetBattleComp

**Powie3EX**

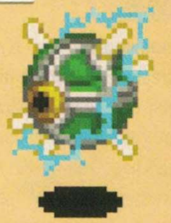
| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 290 | Earthquake (190),<br>Geddon1 | Quake3 F |

**Located In**

L3: End Area1~2, GargoylComp 1~2, ArmorComp, HelmetComp, KatanaComp

## Shakey-type Viruses

Shakeys are constantly on the move, floating toward your Navi in a wave pattern, covering every Panel ahead of them. If they come in contact with an obstacle, they orbit it for three revolutions unless they hit the edge of the field. If the obstacle's in the middle of MegaMan's field, this can be a major problem. Wide-attack Chips like WideSht are the best bet for taking out Shakeys.



*Full Synchro Counterattack!*

| **Shakey** | | |
|---|---|---|
| **HP** | **Attacks (Damage)** | **Dropped Chips** |
| 100 | Orbit (40) | SpShake1 H,<br>SpShake1 I |
| **Located In** | | |
| Liberation #4<br>End 4, ShipComp 2~3, VisionBurst SciLab, HigsbyComp | | |

| **ShakeyEX** | | |
|---|---|---|
| **HP** | **Attacks (Damage)** | **Dropped Chips** |
| 130 | Orbit (60) | SpShake1 G,<br>SpShake1 H |
| **Located In** | | |
| Undernet 2, FactoryComp 1, SoulServComp, ExpServComp | | |

| **Shaker** | | |
|---|---|---|
| **HP** | **Attacks (Damage)** | **Dropped Chips** |
| 170 | Orbit (80) | SpShake2 C,<br>SpShake2 D |
| **Located In** | | |
| Liberation #7<br>L2: End Area4, ShipComp 2~3, VisionBurst SciLab, HigsbyComp | | |

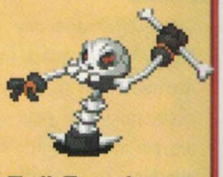
| **ShakerEX** | | |
|---|---|---|
| **HP** | **Attacks (Damage)** | **Dropped Chips** |
| 210 | Orbit (120) | SpShake2 B,<br>SpShake2 D |
| **Located In** | | |
| Liberation #7<br>L2: Undernet 2, FactoryComp 1, SoulServComp, ExpServComp, Nebula Area 3 | | |

| **Shakky** | | |
|---|---|---|
| **HP** | **Attacks (Damage)** | **Dropped Chips** |
| 250 | Orbit (160) | SpShake3T,<br>SpShake3 U |
| **Located In** | | |
| Liberation #8<br>L3: End Area4, ShipComp 2~3, VisionBurst SciLab, HigsbyComp, Nebula Area 4 | | |

| **ShakkyEX** | | |
|---|---|---|
| **HP** | **Attacks (Damage)** | **Dropped Chips** |
| 300 | Orbit (200) | SpShake3 S,<br>SpShake3 U |
| **Located In** | | |
| L3: Undernet 2, FactoryComp 1, SoulServComp, ExpServComp | | |

## Skarab-type Viruses

Skarabs bounce from Panel to Panel, throwing their bone-weapon into your field. This bone cannot be destroyed with attacks, and slowly moves from Panel to Panel, homing in on your Navi. Only attacking the Skarab destroys the bone. As soon as the Skarab is attacked, however, it collapses into a pile for a few seconds, saving it from frontal attacks, so multi-hit attacks like Vulcan are wasted against them.



*Full Synchro Counterattack!*

| **Skarab** | | |
|---|---|---|
| **HP** | **Attacks (Damage)** | **Dropped Chips** |
| 140 | SkullChain (40) | Skully1 K,<br>Skully1 S |
| **Located In** | | |
| Liberation #6<br>Undernet 1~2 & 4, FactoryComp 4 | | |

| **SkarabEX** | | |
|---|---|---|
| **HP** | **Attacks (Damage)** | **Dropped Chips** |
| 160 | SkullChain (70), Blind | Skully1 C |
| **Located In** | | |
| Liberation #6<br>Undernet 4, FactoryComp 3~4 | | |

| **Skarry** | | |
|---|---|---|
| **HP** | **Attacks (Damage)** | **Dropped Chips** |
| 200 | SkullChain (90), Blind, AreaGrab | Skully2 H,<br>Skully2 V |
| **Located In** | | |
| L2: Undernet 1~2 & 4, FactoryComp 4 | | |

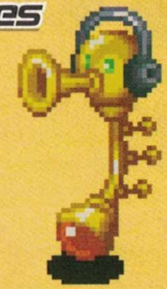
| **SkarryEX** | | |
|---|---|---|
| **HP** | **Attacks (Damage)** | **Dropped Chips** |
| 240 | SkullChain (120), AreaGrab | Skully2 A |
| **Located In** | | |
| Liberation #8<br>L2: Undernet 4, FactoryComp 3~4, Nebula Area 1~2 | | |

| **Skelly** | | |
|---|---|---|
| **HP** | **Attacks (Damage)** | **Dropped Chips** |
| 300 | SkullChain (160), AreaGrab | Skully3 N,<br>Skully3 U |
| **Located In** | | |
| Liberation #8<br>L3: Undernet 1~2 & 4, FactoryComp 4 | | |

| **SkellyEX** | | |
|---|---|---|
| **HP** | **Attacks (Damage)** | **Dropped Chips** |
| 340 | SkullChain (200), AreaGrab | Skully3 G |
| **Located In** | | |
| L3: Undernet 4, FactoryComp 3~4, Nebula Area 6 | | |

## Trumpy-type Viruses

Trumpys do magic things! Annoying things! They teleport up and down in a single column, pausing only to play horrible, horrible notes. Each Trumpy type's tune has a different effect on your Navi or their fellow Viruses. They can't attack directly, but can they certainly make life difficult. Thankfully, Trumpys don't get the benefits of their own music, and they're *very* vulnerable while playing.



*Full Synchro Counterattack!*

### Trumpy

| HP | Attacks (Effect) | Dropped Chips |
|---|---|---|
| 90 | Fanfare (Viruses are invincible) | Fanfare F,<br>Fanfare P,<br>Fanfare Z |

**Located In**

Liberation #3
SciLab 3 ~ 4, End Area1 ~ 4, OldComp, ViewComp, NetBattleComp, MessageComp, SquirrelComp 1 ~ 16

### Tuby

| HP | Attacks (Effect) | Dropped Chips |
|---|---|---|
| 120 | Discord (MegaMan is confused) | Discord B,<br>Discord J,<br>Discord Q |

**Located In**

WineCaseComp, MessageComp, Undernet 2, FactoryComp 3 ~ 4

### Tromby

| HP | Attacks (Effect) | Dropped Chips |
|---|---|---|
| 150 | Timpani (MegaMan is immobilized) | Timpani A,<br>Timpani L,<br>Timpani V |

**Located In**

L2: SciLab 3 ~ 4, End Area1 ~ 4, OldComp, ViewComp, NetBattleComp, MessageComp, SquirrelComp 1 ~ 16

### MuteAnt

| HP | Attacks (Effect) | Dropped Chips |
|---|---|---|
| 180 | Silence (MegaMan cannot attack) | Silence C,<br>Silence J,<br>Silence N |

**Located In**

L2: WineCaseComp, MessageComp, Undernet 2, FactoryComp 3 ~ 4

### Xylos

| HP | Attacks (Effect) | Dropped Chips |
|---|---|---|
| 220 | Horn (Viruses HP restored) | None |

**Located In**

L3: SciLab 3 ~ 4, End Area1 ~ 4, OldComp, ViewComp, NetBattleComp, MessageComp, SquirrelComp 1 ~ 16

### TrumpySP

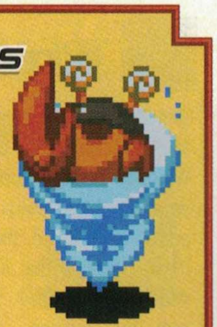
| HP | Attacks (Effect) | Dropped Chips |
|---|---|---|
| 260 | Fanfare (Viruses are invincible) | Fanfare *,<br>Discord *,<br>Timpani *,<br>Silence * |

**Located In**

Liberation #9
L3: WineCaseComp, MessageComp, Undernet 2, FactoryComp 3 ~ 4

## Whirly-type Viruses

Whirlys roam slowly around their side of the field. Once they duck into their whirlpool, however, they're about to attack by sliding into your Navi's side of the field. They turn twice, boomeranging back into their territory, so be careful when dodging. Fortunately, they're just as vulnerable when fully inside their whirlpools as they are outside.



*Full Synchro Counterattack!*

### Whirly

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 90 | AqWhirll (20) | AqWhirl1 F,<br>AqWhirl1 N |

**Located In**

Liberation #4
End 1 ~ 5, NetBattleComp, WineCaseComp, ShipComp 1 ~ 2, ArmorComp, HelmetComp, KatanaComp

### WhirlyEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 110 | AqWhirll (50),<br>MetaGel (120) | AqWhirl1 B,<br>AqWhirl1 F,<br>AqWhirl1 N |

**Located In**

Undernet 1, PipeComp

### Swirly

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 140 | AqWhirll (80),<br>MetaGel (120) | AqWhirl2 H,<br>AqWhirl2 O |

**Located In**

L2: End Area1 ~ 5, NetBattleComp, WineCaseComp, ShipComp 1 ~ 2, ArmorComp, HelmetComp, KatanaComp

### SwirlyEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 170 | AqWhirll (140),<br>MetaGel (120) | AqWhirl2 A,<br>AqWhirl2 H,<br>AqWhirl2 O |

**Located In**

L2: Undernet 1, PipeComp

### Spiraly

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 200 | AqWhirll (200),<br>MetaGel (120) | AqWhirl3 I,<br>AqWhirl3 R |

**Located In**

Liberation #8
L3: End Area1 ~ 5, NetBattleComp, WineCaseComp, ShipComp 1 ~ 2, ArmorComp, HelmetComp, KatanaComp

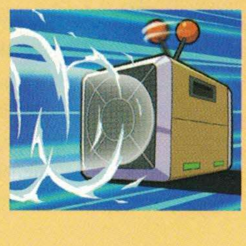
### SpiralyEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 230 | AqWhirll (250),<br>MetaGel (120) | AqWhirl3 D,<br>AqWhirl3 I,<br>AqWhirl3 R |

**Located In**

Liberation #9
L3: Undernet 1, PipeComp, Nebula Area 5~6

## WindBox-type Viruses



WindBox-type Viruses do not attack or move at all, but nonetheless can be very dangerous. WindBoxes blow gusts of air that push your Navi backwards, while VacuumFans pull them toward the enemy area. This makes dodging and lining up attacks very difficult indeed. Their effects can be negated with the AirShoes Customizer Program.

***No Counterattack Opportunity***

### WindBox

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 60 | Wind | Wind * |

| Located In |
|---|
| ACDC 3, Oran 3, AirFilterComp, SciLab 2~4, (off ACDC3), ElevatorComp, CraneComp, MessageComp, SquirrelComp 1~16 |

### VacuumFan

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 60 | Fan | Fan * |

| Located In |
|---|
| Oran 2, SciLab 1, Undernet 3, FactoryComp 3~4, AirFilterComp, ElevatorComp, CraneComp, MessageComp, WindGodComp |

### WindBox2

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 110 | Wind | Wind * |

| Located In |
|---|
| L2: ACDC 3, Oran 3, AirFilterComp, SciLab 2~4, (off ACDC3), ElevatorComp, CraneComp, MessageComp, SquirrelComp 1~16 |

### VacuumFan2

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 110 | Fan | Fan * |

| Located In |
|---|
| L2: Oran 2, SciLab 1, Undernet 3, FactoryComp 3~4, AirFilterComp, ElevatorComp, CraneComp, MessageComp, WindGodComp |

### WindBox3

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 210 | Wind | Wind * |

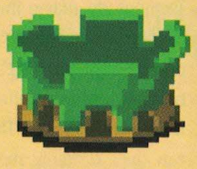
| Located In |
|---|
| L3: ACDC 3, Oran 3, AirFilterComp, SciLab 2~4, (off ACDC3), ElevatorComp, CraneComp, MessageComp, SquirrelComp 1~16 |

### VacuumFan3

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 210 | Fan | Fan * |

| Located In |
|---|
| L3: Oran 2, SciLab 1, Undernet 3, FactoryComp 3~4, AirFilterComp, ElevatorComp, CraneComp, MessageComp, WindGodComp |

## WuNote-type Viruses



***Full Synchro Counterattack!***

WuNote Viruses move up and down within a single column to move, but they don't attack from there. Instead, they place Leaf Shield shrubbery in each rightmost Panel of your Navi's field, blocking forward attacks. When they're ready to attack, they duck down and reappear inside the shrub in the column your Navi occupies and attack with a two-Panel-long Wood Nose. The shrubs can be destroyed with a simple Buster shot, but they grow back quickly.

### WuNote

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 130 | Leaf Shield & Wood Nose (20) | WoodNos1 R,<br>WoodNos1 W |

| Located In |
|---|
| Liberation #5<br>End 4~5, VisionBurst ACDC, VisionBurst Oran, ArmorComp, HelmetComp, KatanaComp , WindGodComp |

### WuNoteEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 160 | Leaf Shield & Wood Nose (160) | WoodNos1 F |

| Located In |
|---|
| Undernet 2~4, GargoylComp 3 (Ch.7), VisionBurst Oran, FactoryComp 2 |

### WuLong

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 190 | Leaf Shield & Wood Nose (80) | WoodNos2 T,<br>WoodNos2 Z |

| Located In |
|---|
| L2: End Area4~5, VisionBurst ACDC, VisionBurst Oran, ArmorComp, HelmetComp, KatanaComp , WindGodComp |

### WuLongEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 220 | Leaf Shield & Wood Nose (120) | WoodNos2 J |

| Located In |
|---|
| L2: Undernet 2~4, GargoylComp 3 (Ch.7), VisionBurst Oran, FactoryComp 2 |

### WuMax

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 270 | Leaf Shield & Wood Nose (160) | WoodNos3 S,<br>WoodNos3 V |

| Located In |
|---|
| L3: End Area4~5, VisionBurst ACDC, VisionBurst Oran, ArmorComp, HelmetComp, KatanaComp , WindGodComp |

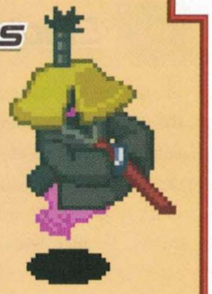
### WuMaxEX

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 330 | Leaf Shield & Wood Nose (200) | WoodNos3 I |

| Located In |
|---|
| Liberation #9<br>L3: Undernet 2~4, GargoylComp 3 (Ch.7), VisionBurst Oran, FactoryComp 2, Nebula Area 5~6 |

## Zomon-type Viruses

Zomons should seem familiar to longtime NetBattlers, as they behave similarly to the old Swordy Viruses; they push toward your side of the field, staying close to attack with sword slashes. However, Zomons have one up on Swordys by attacking twice in one go—once with a WideSwrd-style attack, then quickly following up with a LongSwrd slice.



*Full Synchro Counterattack!*

**Zomon**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 130 | Swordplay (30),<br>AreaGrab | Katana1 H,<br>Katana1 S |

**Located In**

Liberation #5
GargoylComp 1~3

**ZomonEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 170 | Swordplay (60),<br>AreaGrab | Katana1 D,<br>Katana1 H |

**Located In**

Undernet 3, GargoylComp 1~2 (Ch.7), FactoryComp 2

**Zemon**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 220 | Swordplay (90),<br>AreaGrab | Katana2 R,<br>Katana2 W |

**Located In**

L2: GargoylComp 1~3

**ZemonEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 260 | Swordplay (120),<br>AreaGrab | Katana2 B |

**Located In**

L2: Undernet 3, GargoylComp 1~2 (Ch.7), FactoryComp 2

**Zymon**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 320 | Swordplay (160),<br>AreaGrab | Katana3 J,<br>Katana3 Z |

**Located In**

L3: GargoylComp 1~3

**ZymonEX**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 360 | Swordplay (200),<br>AreaGrab | Katana3 A |

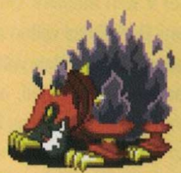
**Located In**

Liberation #9
L3: Undernet 3, GargoylComp 1~2 (Ch.7), FactoryComp 2

# Liberation Sub-Boss Viruses

## BigBrute-type Viruses

On the Liberation map, BigBrutes can move up to two Dark Panels in any of the four compass directions, and attack every Navi in of the nine Panels surrounding them with Fire. In battle, they teleport around the field, periodically unleashing a five-Panel cross of flames directly ahead of them. They're pretty vulnerable when breathing fire, so slip into a safe spot and counterattack.



*Full Synchro Counterattack!*

**BigBrute**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 120 | Crossfire (30), Beast Breath (map, 20) | None |

**Located In**

Liberation #1~2

**BigBrute2**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 180 | Crossfire (60), Beast Breath (map, 40) | None |

**Located In**

Liberation #3~5

**BigBrute3**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 220 | Crossfire (90), Beast Breath (map, 50) | None |

**Located In**

Liberation #6

**BigBrute4**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 250 | Crossfire (130), Beast Breath (map, 60) | None |

**Located In**

Liberation #7

**BigBrute5**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 300 | Crossfire (170), Beast Breath (map, 80) | None |

**Located In**

Liberation #8

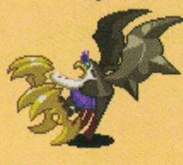
**BigBrute6**

| HP | Attacks (Damage) | Dropped Chips |
|---|---|---|
| 360 | Crossfire (200), Beast Breath (map, 100) | None |

**Located In**

Liberation #9

## TinHawk-type Viruses



*Full Synchro Counterattack!*

TinHawks are weaker than BigBrutes, but make up for it with mobility. On the map, they can move to any Dark Panel within a three-Panel radius, and can attack a single Navi within that range. In battle, they hover over the field, out of reach of most attacks. Watch for the flashing Panels; the TinHawk is about to swoops down through those Panels. They're vulnerable once they've swept in, plus there's a slight pause after they land, so sidestep and counterattack.

**TinHawk**

| HP | Attacks (Damage) | Dropped Chips | Located In |
|---|---|---|---|
| 100 | Death Capture (30), Hawk Attack (map, 20) | None | Liberation #2~3 |

**TinHawk2**

| HP | Attacks (Damage) | Dropped Chips | Located In |
|---|---|---|---|
| 150 | Death Capture (50), Hawk Attack (map, 30) | None | Liberation #4~5 |

**TinHawk3**

| HP | Attacks (Damage) | Dropped Chips | Located In |
|---|---|---|---|
| 180 | Death Capture (70), Hawk Attack (map, 40) | None | Liberation #6 |

**TinHawk4**

| HP | Attacks (Damage) | Dropped Chips | Located In |
|---|---|---|---|
| 200 | Death Capture (90), Hawk Attack (map, 60) | None | Liberation #7 |

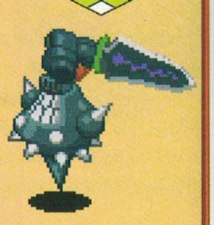
**TinHawk5**

| HP | Attacks (Damage) | Dropped Chips | Located In |
|---|---|---|---|
| 250 | Death Capture (120), Hawk Attack (map, 70) | None | Liberation #8 |

**TinHawk6**

| HP | Attacks (Damage) | Dropped Chips | Located In |
|---|---|---|---|
| 300 | Death Capture (150), Hawk Attack (map, 80) | None | Liberation #9 |

## Bladia-type Viruses



*Full Synchro Counterattack!*

Bladias are upgraded Swordy Viruses. On the map, they're especially troublesome, as they can actually convert normal Panels into Dark Panels by moving onto them! In battle, they're near-immobile, but can block most attacks with their sword. They're only vulnerable once they rear back to attack and shortly after they swing the sword, which slices through three vertical Panels centered on your Navi, cracking the Panels as well. They teleport to a new Panel after their attack. Use Break or piercing attacks to get through their defense and delete them quickly!

**Bladia**

| HP | Attacks (Damage) | Dropped Chips | Located In |
|---|---|---|---|
| 200 | Dark Slash (50), Dark Slash (map, 50) | None | Liberation #4 |

**Bladia2**

| HP | Attacks (Damage) | Dropped Chips | Located In |
|---|---|---|---|
| 230 | Dark Slash (80), Dark Slash (map, 50) | None | Liberation #5 |

**Bladia3**

| HP | Attacks (Damage) | Dropped Chips | Located In |
|---|---|---|---|
| 230 | Dark Slash (120), Dark Slash (map, 70) | None | Liberation #6 |

**Bladia4**

| HP | Attacks (Damage) | Dropped Chips | Located In |
|---|---|---|---|
| 300 | Dark Slash (160), Dark Slash (map, 100) | None | Liberation #7 |

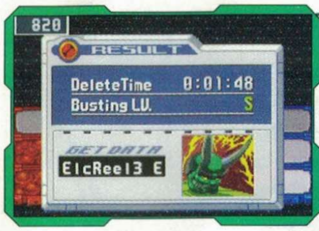
**Bladia5**

| HP | Attacks (Damage) | Dropped Chips | Located In |
|---|---|---|---|
| 340 | Dark Slash (200), Dark Slash (map, 120) | None | Liberation #8 |

**Bladia6**

| HP | Attacks (Damage) | Dropped Chips | Located In |
|---|---|---|---|
| 400 | Dark Slash (250), Dark Slash (map, 140) | None | Liberation #9 |

# Better Busting


828
RESULT
DeleteTime 0:01:48
Busting LV. S
GET DATA
ElcReel3 E

The Busting Level is the key to earning Chips from your enemies. The higher your Busting level, the greater your chances of getting a Battle Chip from your opponent–and the better your chances of getting rarer versions when it comes to multiple enemies or enemies with multiple Chips.

If your Busting Level is too low, you are almost guaranteed to get Zenny instead of a Chip. And, of course, the lower the Level, the less Zenny you earn.

Busting Levels are determined by points earned from your actions. Earning 11 points or more nets you the "S" Ranking, the highest level possible.

## Viruses & Boss Navis

Your Busting Level is not rated for "scripted" storyline encounters, such as Tournament Boss battles, or when Navis sic Viruses on you. Only random encounters on the net are rated.

### Delete Time

Naturally, the faster you wipe out the Virsuses, the higher your score is. This is the baseline rating that is calculated first when your Busting Level is determined.

| Virus Delete Time | Points |
|---|---|
| 0.00 ~ 5.00 | 7 |
| 5.01 ~ 12.00 | 6 |
| 12.01 ~ 36.00 | 5 |
| 36.01 and up | 4 |

Of course, boss Navis have a different time rating, and a somewhat more lenient one.

| Boss Delete Time | Points |
|---|---|
| 0.00 ~ 30.00 | 10 |
| 30.01 ~ 40.00 | 8 |
| 40.01 ~ 50.00 | 6 |
| 50.01 and up | 4 |

### Movement

It's a little thing, but by moving around less, MegaMan can earn an extra point on his Busting Level.

| Number of steps | Points |
|---|---|
| 0 ~ 2 | +1 |
| 3 or more | +0 |

### Number of Hits

Naturally, getting hit is something you want to avoid. Each time MegaMan gets a smack, his Busting Level is reduced.

| Number of Hits | Points |
|---|---|
| 0 | +1 |
| 1 | 0 |
| 2 | -1 |
| 3 | -2 |
| 4 or more | -3 |

### Multiple Deletion

Wiping out two or three Viruses with a single attack is worth some real nice points. Wide-effect attacks are the key to this.

| Delete Time | Points |
|---|---|
| Double Delete | +2 |
| Triple Delete | +4 |

## Linked NetBattles

When playing a GBA-linked NetBattle against a friend, the conditions for your Busting Level are considerably different.

### Delete Time

Take out your opponent quickly. This is the baseline rating that is calculated first when your Busting Level is determined.

| Delete Time | Points |
|---|---|
| 0.00 ~ 30.00 | 10 |
| 30.01 ~ 45.00 | 8 |
| 45.01 ~ 1.00.00 | 6 |
| 1.00.01 and up | 4 |

### Recovery Use

Since your remaining HP is rated, the number of times you use a recovery Chip is counted against you to prevent you from abusing this power. The Meddy Soul's recovery ability does *not* count against your Busting Level, though!

| Recoveries | Points |
|---|---|
| 3 or more | -4 |
| 2 | -2 |
| 1 | -1 |
| 0 | 0 |

### Remaining HP

Since not getting hit in a linked NetBattle against a human player is pretty difficult, you are instead judged by how much HP you have left upon winning the fight.

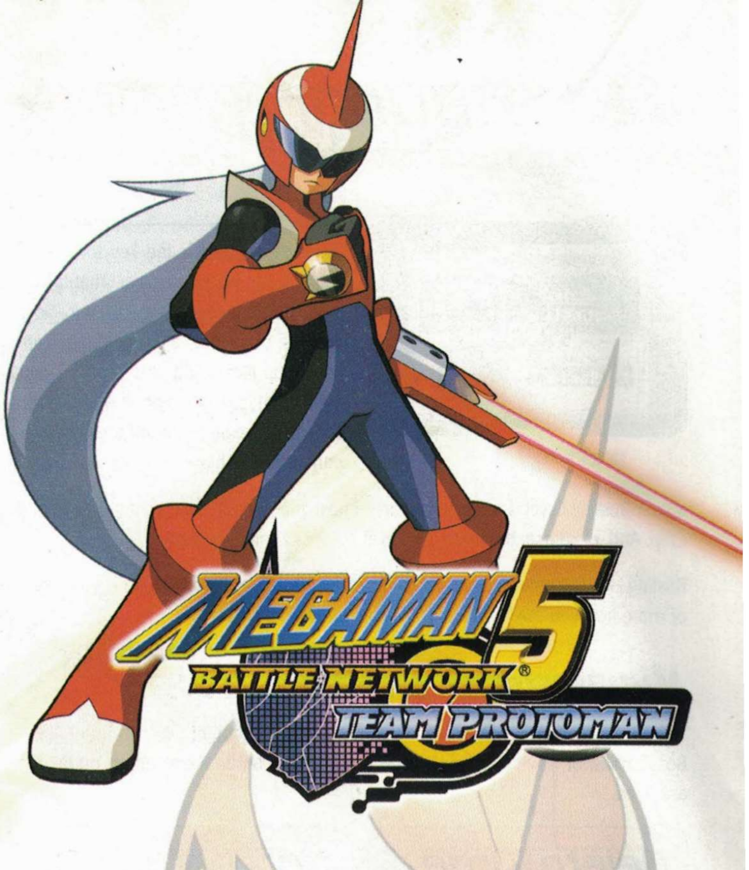
| Remaining HP | Points |
|---|---|
| 100% | +3 |
| 75% to 99% | +2 |
| 50% to 74% | +1 |
| 40% to 1% | 0 |

### HP Difference

You and your opponent's HP level is a big factor in your Busting level, as well. Defeating an opponent with a much lower HP level is no real accomplishment, and you're negatively judged for it. But defeating an opponent that has *more* HP than you is worth some points!

| HP vs. Opponent's | Points |
|---|---|
| 400+ over | -4 |
| 200 ~ 390 over | -2 |
| 100 ~ 190 over | -1 |
| 0 ~ 99 over | 0 |
| 100 ~ 190 less | +1 |
| 200 ~ 390 less | +2 |
| 400+ less | +4 |

MEGAMAN 5
BATTLE NETWORK
TEAM COLONEL



MEGAMAN BATTLE NETWORK® 5
OFFICIAL STRATEGY GUIDE

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*–Greg Sepelak*

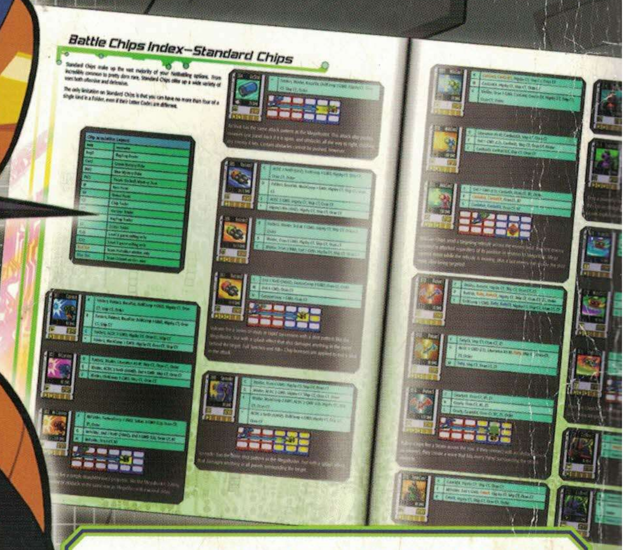
# JACK IN!

This guide is your best way to get connected. We reveal all the links, Chips, and battle tactics you need to prevent Nebula from gaining complete control over the global internet!

## GET THE WHOLE STORY . . .

Complete walkthrough of both Team Colonel and Team Protoman, from start to spectacular finish. We lead you in and out of cyberspace on a chip-by-chip, battle-by-battle path to victory!

Part 1:
The Revengeful Return of Regal
Lan's HP
Mayl's HP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